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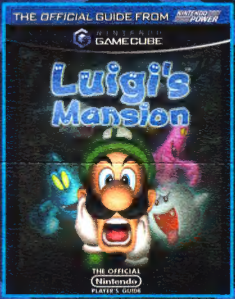
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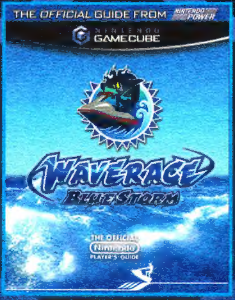
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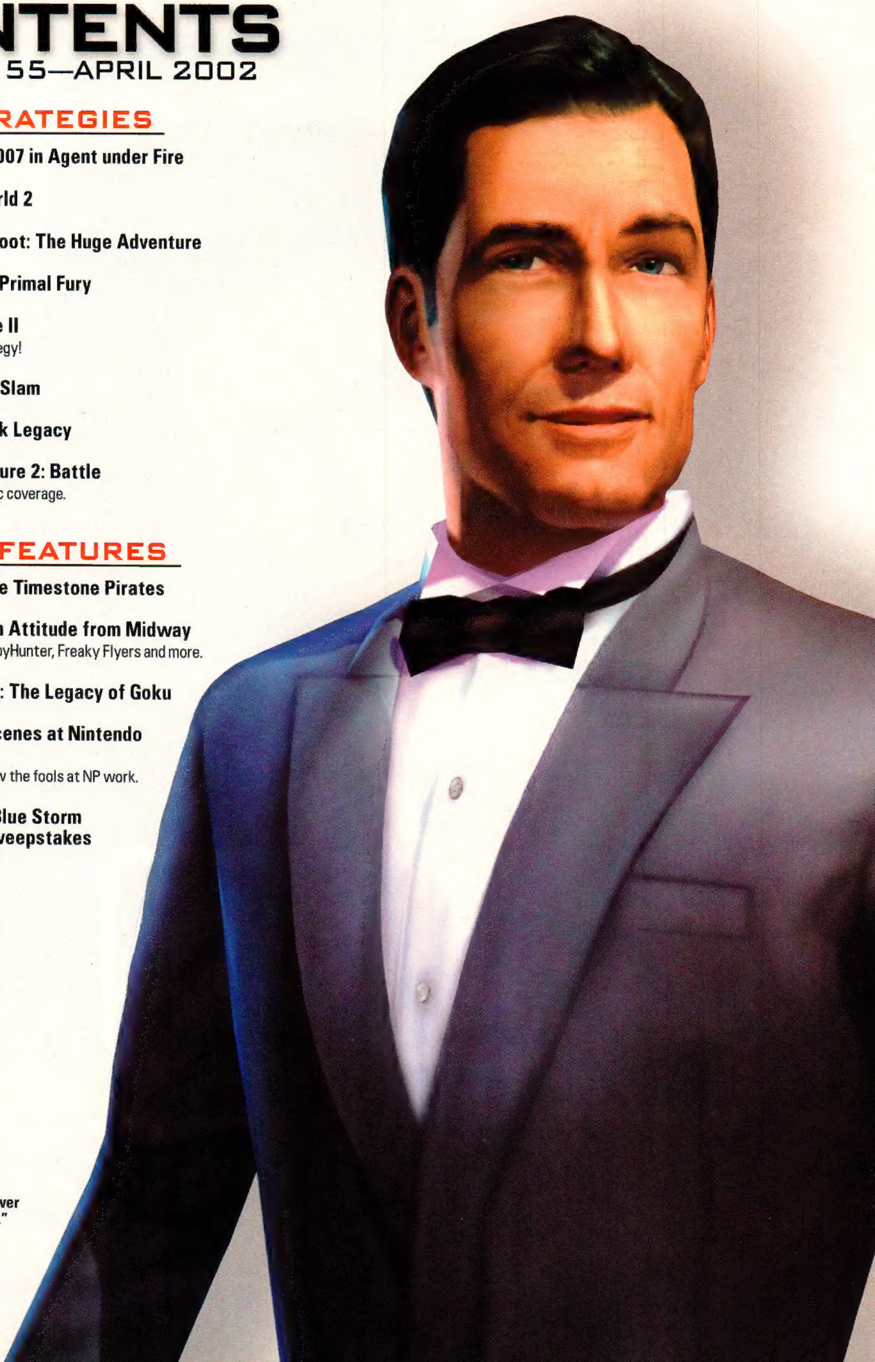

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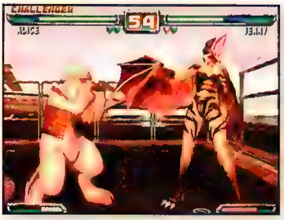

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The biggest question you have about Nintendo Power is "How do I get a job at NP?" We've got that answer—it's not that unusual, actually. Read on to learn about working at NP, Alan the Blue Slime and more.

NP INQUIRIES

How can someone get to be on the NP Krew? How did you get a job that allows you to play video games every day? I'm a hard-core Nintendo fan. Is that enough?

Leanne Skillman
Via the Internet

What kind of requirements are there to work at Nintendo Power in Redmond? Or maybe to get a tour of the place? I think that would be awesome if I could meet you lucky individuals.

Captain Howdy
Via the Internet

Being a fan of Nintendo's products isn't quite enough, and a job at Nintendo Power is a job like any other—education, work experience and specific skills are necessary if you want to be part of the Krew. If you want to write for NP, get a degree in English, Journalism or a related discipline. If you want to work on the design side, seek a degree in Graphic Design or Fine Arts. Prior experience at a newspaper, magazine or other publication also looks good on your resume. Tours are quite possibly more elusive than jobs at Nintendo! Nintendo of America doesn't give tours to the public. Contest winners get to meet members of the NP Krew, however, and participants in nintendo.com's Camp Hyrule have a chance to chat with NP's writers every summer.

Hey NP! I was just wondering, do you guys ever get to meet with or talk to Shigeru Miyamoto? Just curious.

Jessica Elliott
Redfield, AR

Most of the NP Krew have met or worked with Mr. Miyamoto at one time or another. For example, Senior Editor Jason Leung worked closely with Mr. Miyamoto when he was in Japan writing the English text for the U.S. version of The Legend of Zelda: Majora's Mask.

Do the people that write the articles actually get a chance to play the games and then write out hints, or do they use, like, a tester's notes or something?

Alanna Cervenak
Via the Internet

Yes, the writers most definitely play the games before they write the articles. Trust us—it would be nearly impossible to use someone's notes to write a strategy review.

I've been really curious about something. Do you have to send a letter in the envelope if you're submitting art to the magazine?

Christina Marquess
Attica, IN

No, you don't, actually. We get empty envelopes all the time. If you just have art you'd like to share, that's okay with us.

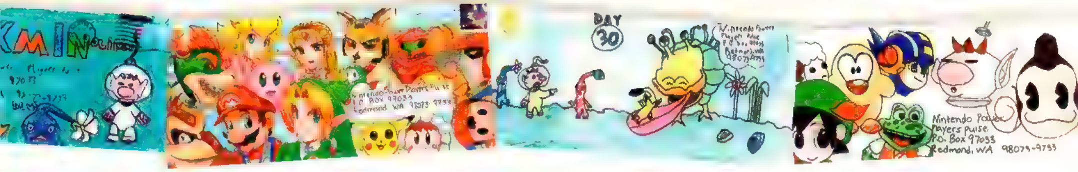
You guys start writing each issue two months in advance? That's interesting. How far in advance do you start printing each issue? Because it seems that the major-

LETTER OF THE MONTH

I love Nintendo Power magazine. Frankly, I wouldn't own a GCN if it wasn't for you guys. You give so much feeling to the stories that go in Player's Pulse and most of the game reviews. I love getting each magazine and I read them on my bad days. Even if I don't have the game, I'll sometimes read the review for a good laugh. I wait all month for the next issue to come. Just yesterday I received the NBA Courtside 2002 issue and I have finished reading the magazine already. I think Nintendo would make a very big mistake to get rid of this crew.

Jeri Nickerson
Via the Internet

Thank you, Jeri, for your kind words, and don't worry—Nintendo isn't getting rid of us any time soon. It's good to know that our readers look forward to the magazine and get the jokes.



ity of the time, most of the info in your magazine comes within a few weeks after I find out those things on the Internet. Other times, I find info in your magazine first—the High Heat MLB 2003 announcement comes to mind. So what gives? Do you guys get info way before Internet sites?

Nathan F
Via the Internet

The magazine is at the printer about two weeks before it lands in the stores or arrives in the mailbox. However, the information in the magazine is finalized about a month before it hits the stands. We are a part of Nintendo of America, and as such we are privy to info long before other news sources—but we are bound to secrecy in some cases.

How do you decide the Art of the Month? I thought that for February someone else should've won, by far.

NintendoBowser
Via the Internet

The thing about art is, everyone reacts differently to it. You might like a drawing that your best friend thinks stinks like Ganondorf's gym socks. We choose the Art of the Month based on our personal ideas about what makes a good picture. Originality, style, color, technique and design are all important. Of course, on April 1, all that goes out the window. Check out page 111 for more info.

What happened to Counselors' Corner? I liked it, as it was very helpful.

Michael Pennella
Via the Internet

Counselors' Corner may be gone, but its spirit and mission live on in the new, improved Classified Information, which now features strategies and tips as well as codes.

I've noticed in the masthead some credits about V-Design Inc. What is it, and what does it have to do with Nintendo Power?

Sputuf
Via the Internet

V-Design does the layouts and the legwork for the strategy reviews in Nintendo Power and many of NP's Player's Guides. The hardworking V-Designers play the games to figure out how to cover them in the magazine, then they design the layout, take screen shots, acquire art and stuff like that. Our writers also play the games, and when the layouts come in, the writers fit the strategies into the small spaces the V-Designers made for the text.

Hi! I was always wondering what a typical day at Nintendo would be for you guys. I know that you get to test games and stuff, but then you probably have papers to fill out, research to do, etc.

Andrew Hurley
Via the Internet

We do all sorts of things—play games, attend meetings, read e-mail, eat lunch—it's just like a normal office, except for the video games and the incredible amount of happy, fun times. Flip to page 110 to see NP at work.

What did the NP Krew study in college? I don't think they could have a major in video games, but I could be wrong.

Eely225
Via the Internet

The NP Krew has a wide assortment of undergraduate and graduate degrees. They include Communications/Advertising, English, Creative Writing, Political Science and Theater among others. Some of the Krew had double majors such as English and Math or English and Anthropology, too.

NP REQUESTS

I totally love your magazine! The only thing the magazine is missing that will make it perfect are "behind the scenes" articles. The only article like that I can remember was the one on The Legend of Zelda: Majora's Mask in issue 136. Those kinds of articles will hook readers who are into the "guts" of the game.

Darcie Banfield
Georgetown, KY

Has Nintendo Power thought of making a quiz about Nintendo games, stuff from other issues, and Nintendo facts?

Danny Butler
New Orleans, LA

Some gaming magazines have a little more of everything in them—news, previews, reviews, and best of all, they show their editors' faces. I know their editors' names, and they even have a special section where the writers will talk amongst themselves. I think you guys need more articles like those.

Barcodeblazer
Via the Internet

Great ideas! We'll take your requests into consideration.

NP PRAISE

I love Nintendo Power's new look. I also like how you guys can really have a sense of humor, even adding cool captions to the bottom of screen shots. You guys seem like a real magazine now, and I'm glad I renewed my subscription. Keep up the good work!

Crazyboy
Via the Internet

Hey NP! I've gotten Nintendo Power since 1999. I love every issue. At school, Nintendo Power is a huge hit. Everybody loves it! In our school library, there are long waiting lists for each issue. A friend of mine just got the September 2001 issue today. Just thought you'd like to know that Nintendo Power rocks! It rules! It's sweet!

Jon Masterson
Via the Internet

I really like the new changes to Nintendo Power. A magazine would be boring without any changes and you guys are doing a great job of keeping NP alive!

Aaron
Via the Internet

I'd like to compliment NP on the great job it's doing. I've been subscribing for quite a while now, but this year definitely has the best changes I've ever seen. Keep up the great work, NP!

Chris Macheichok
Via the Internet

Thanks to everyone who wrote in with nice things to say about Nintendo Power. We appreciate your support.

APRIL RULES!

I was just wondering whatever happened to Project M?

Stan Treger
Via the Internet

The study continues to this day—April 1, 2002.

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CODE COP-OUT

I'm e-mailing you to respond to the NPTV Nintendo Personal (vol. 153, Power On). I would be a great extra to be busted by the Code Cop. I will work for games, don't eat much, and am looking forward to meeting the Code Cop.

Justin B.
Via the Internet

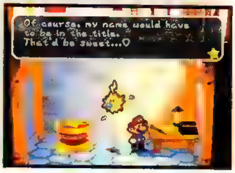
Hey, man, the second someone is nuts enough to give us a TV show, you're hired.

MAKING THE GRADE

Great, I just got a 2.217 GPA on my report card. Now, I'm not pointing fingers at Nintendo or anything, but is there any way the Nintendo GameCube could do my homework for me or something?

Nintendoholic Dave
Via the Internet

No way, dude. You have to do your own homework, so you can graduate from school and get a good job that allows you to buy video games. It all comes full circle, man.



Of course, my name would have to be in the title. That'd be sweet...♡

DEAR DIARY

In Luigi's diary in Paper Mario, one of the entries has him saying he could never go into a big, scary house with ghosts. Is that sort of mentioning Luigi's Mansion?

Eric Michalski
Via the Internet

You betcha. Luigi also mentions how he wishes he could be the star of a game of his very own, with his name in the title.

WHAT'S THE DIFF?

What exactly is the definition of a platform game, and what's the difference between an RPG and an adventure? Thanks a ton!

reso8xnd
Via the Internet

A platform game is often a side-scrolling game and usually contains platforms that the characters jump across, up and down. The Super Mario Bros. games are a classic example of that type of game. A role-playing game typically features many characters, sometimes grouped into parties and often accompanied by warrior pets. The characters and pets usually gain abilities and power slowly over time and use their abilities in a complex, often turn-based battle system. Pokémon is a simple RPG. Adventure games are more about exploring large areas with some sort of goal in mind and are generally not as complicated as RPGs. The Legend of Zelda: Ocarina of Time is an adventure game. Of course, many games contain elements of more than one genre—Super Mario 64 can be considered both adventure and platform, for example.

DAISY AND CONFUSED

I am sad to announce that I have absolutely no clue where Daisy came from. It's like she just appeared out of nowhere but she is still extremely talented at party games, though I prefer Peach. Please enlighten me about her origin so I can have a good night's sleep!

Sayuri-san
Via the Internet

Daisy first appeared in Super Mario Land for the Game Boy, which was released in 1989. Since then, she has appeared in Mario Tennis 64 and Mario Party 3. In Super Smash Bros. Melee, you can win a trophy of the flowery princess, and one of Princess Peach's alternate costume colors makes her resemble Daisy.

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Andy Ulmer, Upland, CA

WRITE AWAY, RIGHT AWAY

Many games, especially role-playing games, allow you to step into characters' shoes and pretend to be them for a while. If you could be any Nintendo video game character, who would you be, and why? Would you choose to live the luxurious life of Princess Peach? Would you rather jump into Mario's shoes? Perhaps you'd join Team Rocket and try to take over Kanto and Johto? Write in and tell us who you'd be!

ALAN: MAN OR MYTH?

Alan's picture in Vol. 153 sent readers into a tizzy of excitement, wonder and disbelief. Your response to the RPG-lovin', game-ratin', Earthbound-art-hoardin' writer was so overwhelming, we've decided to take a closer look at the enigmatic NP Krewmember.

BLUE IN THE FACE

On page 10 in volume 153 you put a picture of Alan and he was a blue thing. On the Now Playing section, Alan rates games. How is this possible? Is he some kind of techno-biological-doll-face-doll?

Peter Moore
Potomac, MD

First question: Hard work. Second question: Nope.

BLUE LIKE ME

Alan and I have a lot in common. We both love looking at the art that gamers send in, we love RPGs and we are both little, round, blue, plushie things.

SekushiiHenteko
Via the Internet

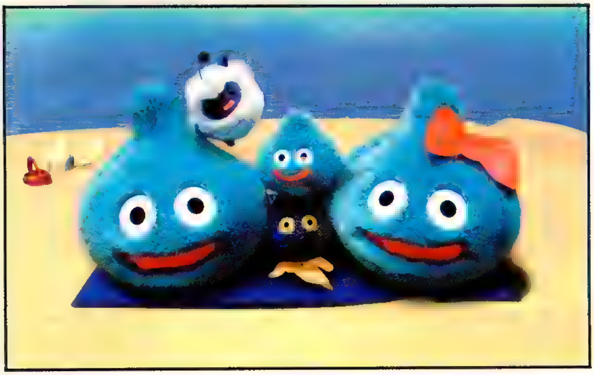
Alan responds: We have lots of other things in common, too. We both like minature golf, we're always getting attacked by treasure-seeking heroes and we have a constant fear of being turned into a puppy chew toy.

Q-T

I just wanted to say that Alan is so adorable!

MagicDragon719
Via the Internet

Alan responds: The years of painful plastic surgery have finally paid off!



SLIME TIME

In Player's Pulse, Vol. 153, there are pictures of the game raters. While looking at them, I thought to myself, "Hmm, that Alan looks different somehow." So, after painstaking reasoning, rationalizing and much, much more, I have discovered exactly what that difference is. I hate to break it to you, but, Alan—you're a Slime. I know it's tough to hear, but the truth must come out. I personally think this just goes to prove how considerate the staff of Nintendo Power really is. Keep up the good work you guys, and keep giving jobs to the lower monsters from Dragon Warrior III.

Kateya
Via the Internet

Hey, can you think of anyone more qualified to write Epic Center? Yeah, we couldn't either, so we let him join the Krew.

SHY GUY

I was reading through the last NP issue and I was very suspicious. You guys showed what the game raters looked like, but Alan, my favorite, was just a little, blue, fuzzy face. Come on, I'm a little old to believe that. I think he is just shy, so what's the story—is Alan shy, or is he not real?

gba_kyle
Via the Internet

Alan responds: Captain Lou Albano once tried to eat me on the set of "The Super Mario Bros. Super Show" and I haven't been able to go near a camera since.

IT'S ALIVE!

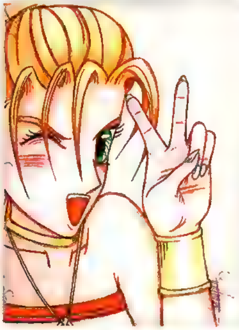
Is Alan the NP Krew member a real person that refuses to have his picture in Nintendo Power, or is he just a doll that you pretend is alive?

Geordan
Via the Internet

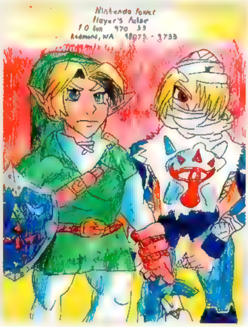
P.S. If it's too big of a secret, I don't have to know.

It's no secret—Alan is real, baby, and he's alive and well and sorta blue. He works hard, does what he's told and doesn't take guff from anyone. As you can tell from the photos peppering the page, he's photogenic, too. We caught him in action at work, at play and hangin' with the fam. All together now: awwwwwwwwww!

ARTIST'S GALLERY



Lilia Arktonia • **Frazee, Minnesota**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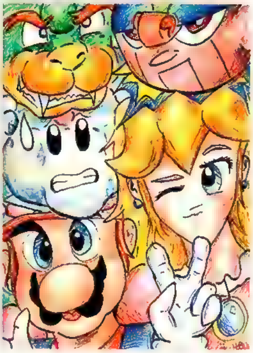
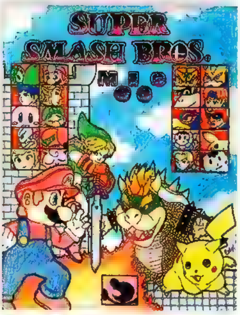
Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

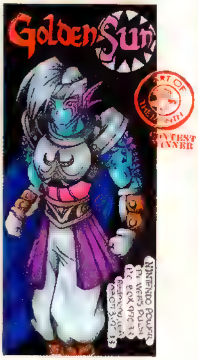
Kyle Van Dongen • **Windsor, Ontario**



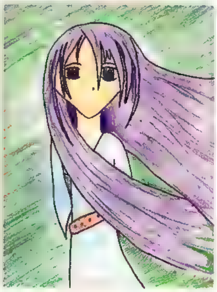
Holly Bradly • **Mokena, Illinois**


SUPER SMASH BROS.
MELEE

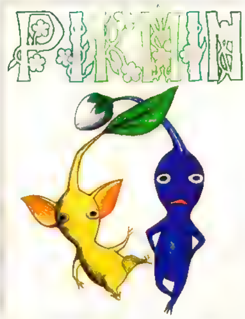
Cody Winn • **Cedar City, Utah**


Golden Sun
ART OF THE MONTH
CONTEST WINNER

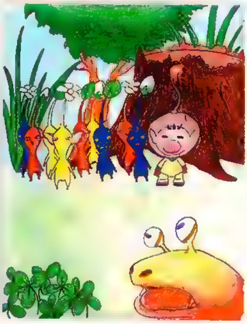
Laura Knibbe
Omaha, Nebraska



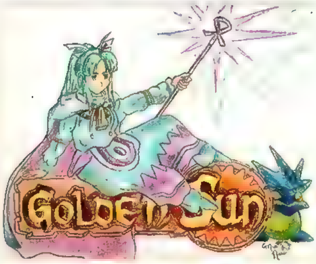
Paulette Palacios
Vienna, Virginia



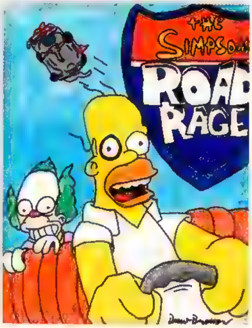
Corey Isenor • **Enfield, Nova Scotia**



Brittney Peetsch • **Eugene, Oregon**



Mia Ness • **Fargo, North Dakota**


THE SIMPSONS
ROAD RAGE

Andrew Brown • **Niagara Falls, Ontario**

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POWER CHARTS.155

Sonic the Hedgehog at the top of the Power [illegible] the world isn't coming to an end. [illegible] used to. We've also received some e-mail [illegible] long-awaited online Power Charts voting. We [illegible] promising it for a while, but there are still a few kinks to iron out of the website. In the meantime, check the Player's Choice chart to see which games the NP staffers are playing this month.

KEY: [redacted] | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	[redacted]	[redacted]	[redacted]
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	•	1
2	[redacted]	[redacted]	[redacted]
	SONIC ADVANCE	•	1
3	[redacted]	[redacted]	[redacted]
	POKéMON CRYSTAL	1	4
4	[redacted]	[redacted]	[redacted]
	WARIO LAND 4	5	2
5	[redacted]	[redacted]	[redacted]
	MARIO KART: SUPER CIRCUIT	3	4
6	[redacted]	[redacted]	[redacted]
	HARRY POTTER & THE SORCERER'S STONE	6	3
7	[redacted]	[redacted]	[redacted]
	TEKKEN ADVANCE	•	1
8	[redacted]	[redacted]	[redacted]
	HARRY POTTER & THE SORCERER'S STONE	8	3
9	[redacted]	[redacted]	[redacted]
	SPYRO: SEASON OF ICE	4	3
10	[redacted]	[redacted]	[redacted]
	FROGGER'S ADVENTURE: TEMPLE OF THE FROG	•	1

[illegible]

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	[redacted]	[redacted]	[redacted]
	ADVANCE WARS	2	4
2	[redacted]	[redacted]	[redacted]
	GOLDEN SUN	1	4
3	[redacted]	[redacted]	[redacted]
	BROKEN SWORD: SHADOW OF THE TEMPLARS	4	2
4	[redacted]	[redacted]	[redacted]
	ECKS VS. SEVER	9	2
5	[redacted]	[redacted]	[redacted]
	SONIC ADVANCE	5	2
6	[redacted]	[redacted]	[redacted]
	SHANTAE	•	2
7	[redacted]	[redacted]	[redacted]
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	8	3
8	[redacted]	[redacted]	[redacted]
	WARIO LAND 4	•	3
9	[redacted]	[redacted]	[redacted]
	CASTLEVANIA: CIRCLE OF THE MOON	10	4
10	[redacted]	[redacted]	[redacted]
	SHEEP	6	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	[redacted]	[redacted]	[redacted]	[redacted]
2	[redacted]	[redacted]	[redacted]	[redacted]
3	[redacted]	[redacted]	[redacted]	[redacted]
4	[redacted]	[redacted]	[redacted]	[redacted]
5	[redacted]	[redacted]	[redacted]	[redacted]

COMING SOON!

Keep checking www.nintendo.com for a chance to vote for your favorite Player's Choice and Most Wanted titles.

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Blood
Suggestive Themes
Violence
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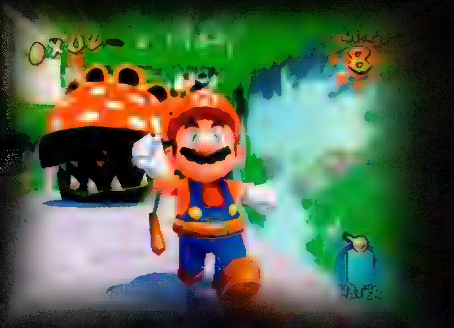
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



Feast your eyes on the first officially released screen shot of Mario Sunshine for Nintendo GameCube, and don't miss the extra shots in this month's Gallery of Games.

THE SPOTLIGHT

Mario Golf for GCN

There's a whole lot of Mario goodness coming to you from Nintendo this year.

Mario Tennis for GCN

The development team at Camelot is cooking up more Mario sports magic for the GCN.

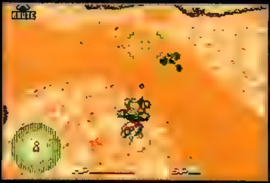
Burnout

Acclaim hits the road with an exciting street racer for Nintendo GameCube.

FIFA World Cup 2002 Korea/Japan

EA Sports heads east with an updated version of FIFA featuring all the excitement of the World Cup tournament.

Car Battler Joe



Natsume brings a radical RPG/car-battling game to GBA.

Wolfenstein 3D

The classic that started the first-person shooter craze is back.

THE GAMING NEWS FOR APRIL 2002

AERO MAKES AN ADVANCE

For those of you who have been playing games for a few years, the name Aero the Acrobat will conjure fond memories of Sunsoft's popular platform character from the '90s. Aero is a bat who lives in a circus. He has awesome jumping and soaring skills, and the worlds he explores are filled with color and challenge. Metro 3D has announced that the Aero franchise is coming to Game Boy Advance this fall, and the original designer, David Siller, is onboard to direct Aero's triumphant return.

HAPPENINGS IN WHOVILLE

NewKidCo International, the maker of many Game Boy Color and Game Boy Advance titles for younger players, has announced a multiyear agreement with Dr. Seuss Enterprises to bring classic Dr. Seuss stories and characters to next generation video game platforms, and the first title will be coming to Game Boy Advance this fall. That news is even more exciting than green eggs and ham.

SABRINA SIGNED

Ubi Soft recently announced that it has acquired the rights to create a GBA game based on the "Sabrina: The Teenage Witch" television series. Sabrina will cast her spell over the gaming world this fall.

INFO FROM INFOGRAMES

Your Game Watchers recently met with the folks at Infogrames to take a look at some of their upcoming titles on Game Boy Advance. In addition to Dragon Ball Z, which you can read about in this month's special Epic Center preview, Infogrames has five more titles on the way: Dragon Ball Z: The Collectible Card Game, Atari Anniversary Advance, Blender Bros., Backyard Baseball and NASCAR Heat Advance. We'll also have some monster news from Infogrames on an upcoming GCN title soon.

WHAT'S ON AT NICK?

The THQ/Nickelodeon connection is as strong as ever, as evidenced by the recently released update on THQ games featuring Nickelodeon properties. Jimmy Neutron: Boy Genius is headed to GCN this summer along with a Rugrats game in which Angelica is the self-appointed queen of the Play Palace 3000. Rocket Power is coming to both GCN and GBA in an extreme sports adventure. For GBA, you can expect to see a Rugrats game, a Jimmy Neutron game and The Wild Thornberrys.

SORRY HARRY

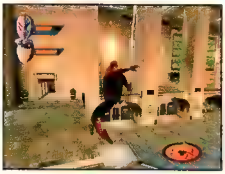
In a previous article Nintendo Power incorrectly listed the developer for Electronic Arts' two Game Boy Harry Potter and the Sorcerer's Stone games. The actual developer for both titles is Griptonite Games, which specializes in handheld gaming.

SAY HELLO TO MR. K

This month we'd like to introduce you to the new publisher of Nintendo Power, and the president of Nintendo of America (NOA), Tatsumi Kimishima. Mr. Kimishima has spent the last several years as chief financial officer of The Pokémon Company and president of Pokémon USA. He's had extensive experience in the banking industry with Sanwa Bank in Japan, New York, Los Angeles, San Francisco, Central America and the Caribbean. When Mr. K isn't traveling or battling Pokémon, he likes to golf and play tennis, which may explain the sudden appearance of Mario Golf and Mario Tennis on the Nintendo GameCube horizon.

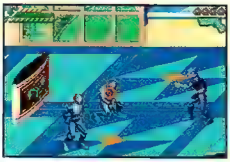
SPIDER-MAN JUST FOR YOU

One of the biggest cinematic events of the year will herald one of the biggest gaming events of the year when Activision's Spider-Man is released along with the film this May. Game Watch has exclusive official screen shots of the Nintendo GameCube version of Spidey. Next month, NP will feature an exclusive hands-on preview of the webbed wonder.

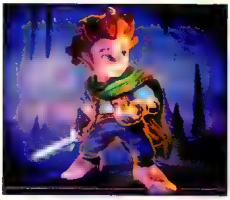


ACTIVISION REPORTS ON GBA

Activision's Minority Report for GBA, based on the upcoming Spielberg sci-fi movie, sends gamers through 10 levels taken from the film. In the third-person game, players battle robots, use futuristic gadgets and solve puzzles. The action begins this June.



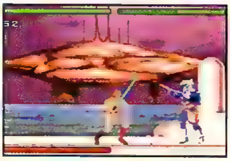
BILBO BAGGINS MEETS GCN



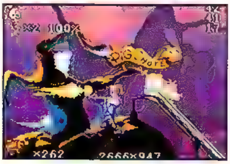
Sierra Entertainment sent us the first look at The Hobbit for GCN. Bilbo's third-person adventure, in which he discovers the ring and meets Smaug the dragon, is scheduled to be released in 2003.

THE CLONE WARS ARE COMING

Star Wars: Episode II *Attack of the Clones* will arrive on Game Boy Advance at the same time the movie storms North American theaters. Players will assume the roles of Anakin Skywalker, Mace Windu and Obi-Wan Kenobi, dueling with lightsabers and racing in speeders in 12 action levels.

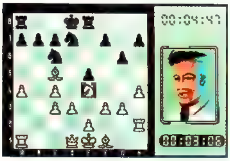


ARE YOU A SPINELESS WORM?



The answer to that question would be a resounding "yes" if you were Earthworm Jim. The wiggly superhero returns to Game Boy Advance this summer in Earthworm Jim 2. Majesco's second slither into the realm of worm-gaming is based on the Super NES title that featured Psy-Crow, Peter Puppy, Bob the Goldfish, Princess What's-Her-Name and Evil the Cat. Jim uses blasters, missiles and head whips to worm his way through six wacky worlds.

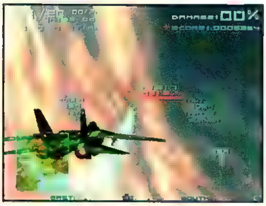
KASPAROV IN CHECK



Chess champ Gary Kasparov's next move is to challenge you in Virtual Kasparov from Titus. You'll also face lesser virtual players, whom you might actually beat. VK has tutorials and more.

TITUS ON TOP

Titus Software has announced that it is developing Top Gun: Combat Zones for Nintendo GameCube. The flying game features 36 missions in places such as Southeast Asia, the Arctic Circle and Miramar in Southern California. Players will fly F-14, F-18 and F-22 jets in low-altitude tests of skill and courage. You'll even be able to create your own missions by choosing your plane, terrain, difficulty level and opponents. Titus hopes to take to the air this summer.



WHO'S MAKING GAMES?

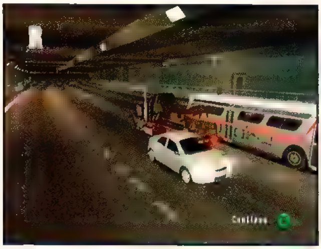
This month, we'd like to welcome the following development studios to the world of Nintendo.

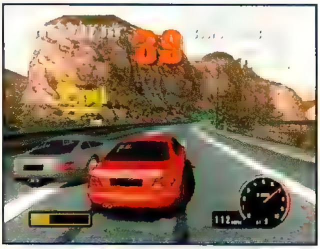
Abest d.o.o.—GCN developer
Appaloosa Interactive Corp.—GCN and GBA developer
Artech Digital Entertainment—GCN developer
Digi Guys Limited—GBA developer
Global Trade Exchange—GBA developer
Hothouse Creations Limited—GCN and GBA developer
Hyperion Studios Ltd.—GCN and GBA developer
Kaolink—GBA developer
Santa Cruz Games—GCN developer
Stalker Entertainment LLC—GBA developer
Straylight Productions—GBA developer
SWING! Entertainment Media AG—GCN developer
Vision Scape Interactive—GCN developer

BURNOUT

Game Type: Driving
Publisher: Acclaim
ETA: May 2002
System: Nintendo GameCube

Acclaim is back on the road with Burnout—an extreme street racer with fiery crashes and intense challenges. The action takes place on 16 tracks around the world, in cities and out in the country. There are 300 other vehicles to interact with on every course, which means a lot of chances to crash. If you do wipe out, you'll see multiple angles of your wreck in instant replays. But too much demolition driving can waste precious time and make you miss a checkpoint. Time is of the essence in Burnout. You can drive in the Championship, Time Attack, Single Race and Head-to-Head Modes. The name is Burnout, but you won't burn out on the fun.

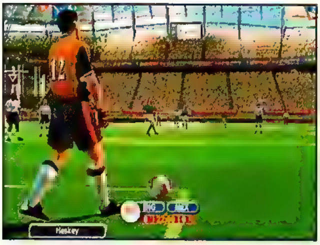

Traffic can get pretty heavy on city streets and freeways. You need to stay in one piece to win.

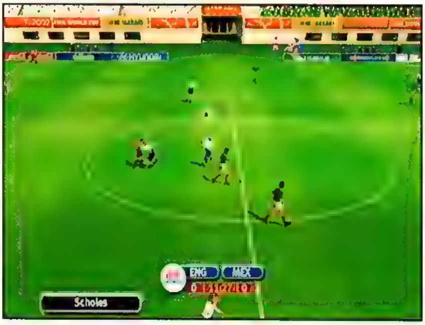

The courses are full of turns and narrow sections where passing is perilous.

FIFA WORLD CUP 2002 KOREA/JAPAN

Game Type: Soccer
Publisher: EA Sports
ETA: May 2002
System: Nintendo GameCube

It's World Cup time again, and that means EA Sports has got an amazing soccer simulation waiting to take you to the pitch. All the trappings of the world's biggest sporting event are introduced, right down to this year's colorful ball. The mechanics of the game will feel quite similar to FIFA 2002, but the new pass-strength meter is a welcome addition. Overall control will have fans weeping for joy. As always, EA Sports sweats the details like nobody else, and it shows in the ease of play and realistic graphics. You'll even find a World Cup documentary with video interviews. The two modes include Friendly matches (for one- to four-player matches) and the big event, the World Cup itself in Korea and Japan. It's one game true soccer fans can't miss.

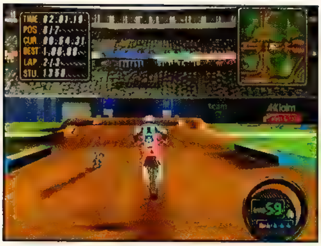


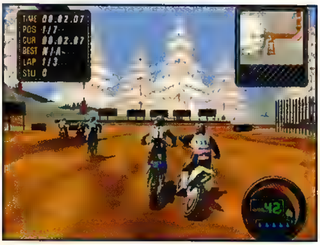


JEREMY MCGRATH SUPERCROSS WORLD

Game Type: Motorcycle racing
Publisher: Acclaim
ETA: May 2002
System: Nintendo GameCube

Jeremy McGrath and nine more top racers take to the track on Nintendo GameCube next month, so Game Watch took a spin to check out the action. Players can choose from Single Event, Head-to-Head and Career Modes. There are races and freestyle events, 25 indoor courses and outdoor tracks, stunt combos and special turbo tasks that earn you a brief speed boost. But mostly there's lots of two-wheelin' with bikes that range from 125cc to 400cc. The competition on the track gets fierce. As for the stunts and freestyle events, you'll have to master two dozen special moves. The soundtracks are courtesy of Mudhoney and 10 other bands. The racing gets started next month on GCN.

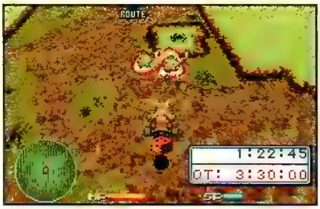

The ride is sweet, but you'll have to learn the courses to have a chance against the competition.


You have to watch the other riders. A slight bump can put your face into the dirt.

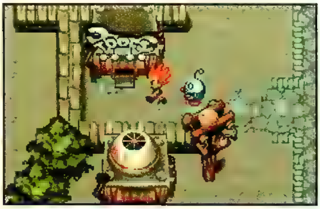
CAR BATTLER JOE

Game Type: RPG/Driving Combat
Publisher: Natsume
ETA: May 2002
System: Game Boy Advance

On his 16th birthday, Joe gets a heavily armed vehicle and a robot buddy to help operate it. That's the beginning of one of the freshest game concepts we've seen in ages. Car Battler Joe is quirky and full of action and fun characters.



The car battles are all action. You'll target weapons and batter enemies into submission.

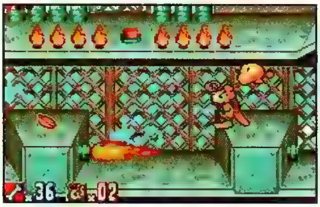


Joe inherits a battle car from his dearly departed dad, but can he carry on the family heritage?

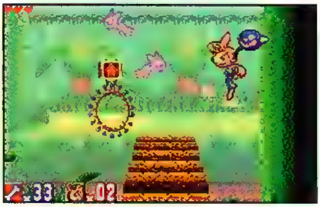
BLENDER BROS.

Game Type: Platform action
Publisher: Infogrames
ETA: May 2002
System: Game Boy Advance

Collect Mini Bros. with special attributes on six planets to help your Blender Bros. character play through an inventive side-scroller from Infogrames and Hudson. It's a blend of just about everything that makes platform games fun. Action fans should take the time to look for it next month.



Companionable Mini Bros travel along with you and give you extra abilities and attacks.

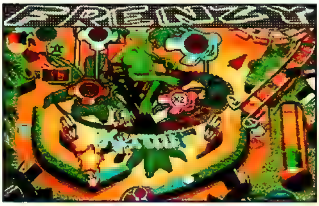


Those long ears are good for grabbing bars and zeroing in on Mini Bros. in the vicinity.

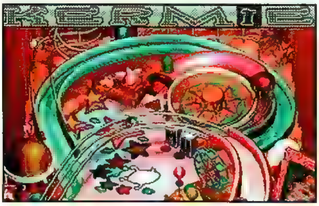
MUPPET PINBALL MAYHEM

Game Type: Pinball
Publisher: NewKidCo
ETA: May 2002
System: Game Boy Advance

Kermit and the gang are coming to GBA with an action-packed pinballer from NewKidCo. The graphics and the action are true to a real pinball table, and the many tables have themes based on muppet favorites. Players of all ages should enjoy it.



Send the ball around Kermit's table to find all the high-scoring secrets.

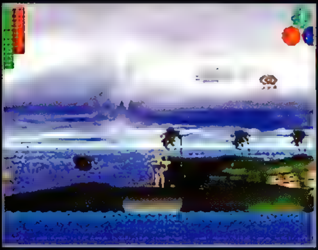


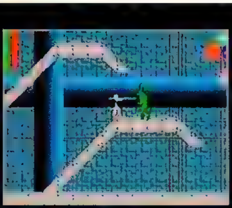
The game features Competition and Adventure Modes, and it will save your high scores.

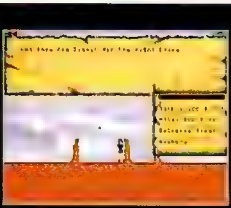
PROJECT: DIGIPEN

This month, we'll introduce you to an ambitious adventure called Avatars. The team of students at DigiPen modeled its game after several classic NES adventures, namely Zelda II: The Adventure of Link and Castlevania II: Simon's Quest. Zelda II combined an overworld map with side-scrolling action stages, and Castlevania II, although a side-scrolling adventure, included lots of adventure elements, such as collecting items required to advance in the game. The setting is a world ruled by two gods. Tyr, the god of the sky, embodies qualities of nobility, justice and transcendence. Gaia, the earth goddess, represents humility, passion and nature.

Every century, the two gods each send an avatar to the world to compete for the hearts and minds of the people. In the game, players take on the role of a chosen avatar aligned with one of the gods. The quest is to gather relics that are scattered about the world, and to do it before the other avatar.



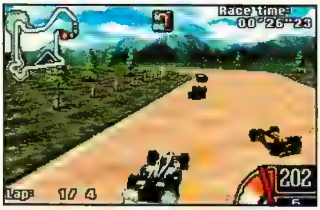




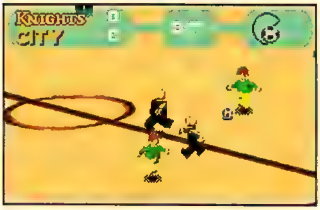
For more information on DigiPen, and to download a copy of Avatars to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes or workshops. This month's featured game was developed by Ryan C. Kohler, Jamien C. McBride, Daniel J. Suleski, David M. Devaty and Richard Johnson.

APRIL GALLERY OF GAMES

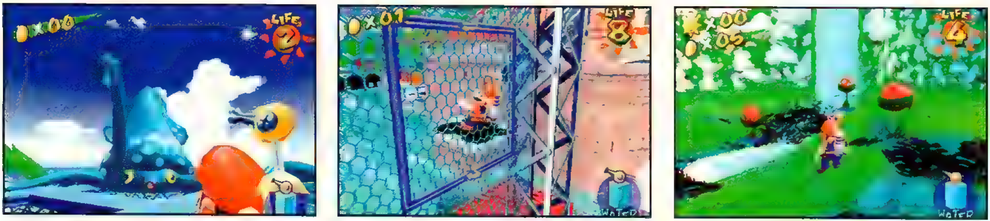
There's nothing foolish about this month's gallery. The first shots ever of Mario Sunshine, Mario Golf and Mario Tennis for GCN headline our April gallery of glorious screen shots, and that's just to get the ball rolling. We've got Metroid, Virtua Soccer 2002, Dragon's Lair 3D, Downforce and LEGO Soccer Mania. Across the page, you'll also catch a glimpse of Spider-Man for GBA and Rhino Rumble for GBC. All of the games are on the way. No fooling.



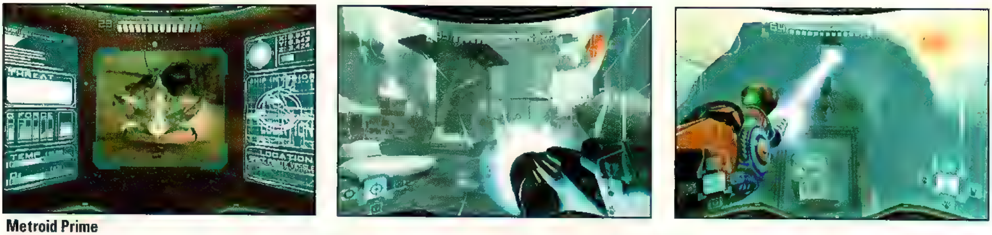
Downforce
Titus's GBA racing game features Indy-style cars in a fictional international circuit.



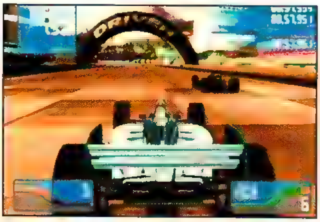
LEGO Soccer Mania
This spring, EA Games will publish the GBA LEGO soccer game featuring six crazy power-ups.



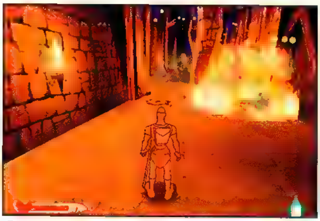
Mario Sunshine
Mario is gearing up for his first adventure on Nintendo GameCube. He's got a water soaker and some cool moves. Expect more magic from Mr. Miyamoto.



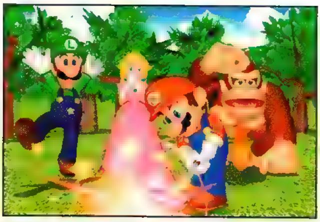
Metroid Prime
More tantalizing glimpses of Metroid Prime have arrived exclusively for the salivating pleasure of Nintendo Power readers. You are the chosen few!



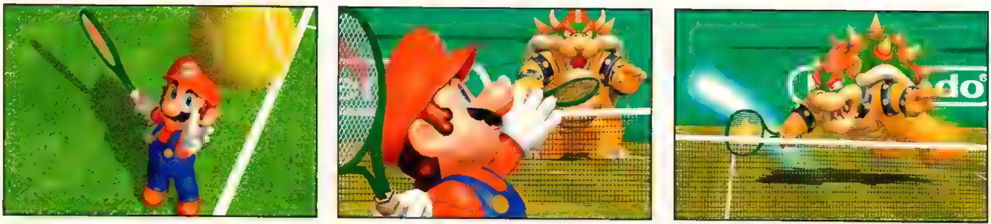
Driven
BAM! Entertainment shifts into high gear for GCN.



Dragon's Lair 3D
Our first look at Encore's 3-D take on the classic DL.



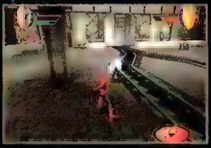
Mario Golf for GCN
Mario and friends compete on the links.



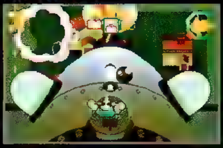
Mario Tennis
Nintendo is working on another smash hit featuring Mario and friends on the tennis court. This time the action is on the GCN. We think you'll love it.

GAME WATCH FORECAST

Spider-Man



Ripping Friends



Shrek: Swamp Kart Speedway

Rhino Rumble

DEVELOPER PROFILE

This month's profile focuses on the development of James Bond 007 in Agent under Fire from the in-house studios of Electronic Arts.

Electronic Arts
Redwood City, California
Founded: 1982
Respondent: Jon Horsley, Executive Producer

GW: Are there any special elements in the game?

JH: Actually, the Nintendo GameCube version has some added features that did not make it into the PS2 version, like A.I. 'bots that made the game better. Everything you see in the game was hand-built pixel by pixel, polygon by polygon. We had multiple world-class teams working in concert around the world to create it.

GW: In brief, can you describe the steps you took in creating the game?

JH: For Agent under Fire, we created an original story line that would complement the game play much more than if we had to follow an existing movie plot. MGM and Danjaq were terrific partners to ensure the story was worthy of the Bond legacy. At the same time, we created a set of player moves, gadgets, weapons and vehicles that were then married into the story line. At that point, we created individual missions that properly align all the elements. Each story element was storyboarded, animated and then placed within each mission to provide entertainment for the player.

GW: What would you predict for the future of gaming?

JH: In the next five years or so, I think we will be creating games with more emotional content. All the emotion that is part of an average novel or movie experience will be more commonplace in games. As the fidelity of the graphics improve, we will eventually get characters that look as good as TV. And at that point, we can deliver emotion much more effectively. Right now the subtlety of facial expression, body language and other human nuance is difficult to create, particularly in real-time. But within the next five years, we'll find that our characters act and look much more like real people, which will introduce a different type of gaming. There are some powerful, emotional games coming our way. Count on it.

GW: What advice would you give people who want to make games?

JH: If you are just starting out, educate yourself about what makes a fun game, and then educate yourself within a craft. Design, art, engineering or production. Become skilled and then hone it to perfection. Historically, people who have tenacity, talent and discipline do very well in games.

NINTENDO GAMECUBE

1080° SNOWBOARDING 2
ALL-STAR BASEBALL 2003
ANIMAL FOREST PLUS
BATMAN: DARK TOMORROW
BOMBERMAN GENERATION
BURNOUT
CHRIS EDWARDS AGGRESSIVE INLINE
DINOTOPIA
DONKEY KONG RACING
DRAGON'S LAIR 3D
DRIVEN
DUKE NUKEM FOREVER
ESPN MLS EXTRA TIME 2002
EVOLUTION WORLDS
FIFA WORLD CUP 2002
FREAKY FLYERS
GRAVITY GAMES BIKE: STREET.VERT.DIRT
THE HOBBIT
HOME RUN KING
HOT WHEELS
JEREMY MCGRATH SUPERCROSS WORLD
JIMMY NEUTRON: BOY GENIUS
KAMEO: ELEMENTS OF POWER
KELLY SLATER'S PRO SURFER
LEGENDS OF WRESTLING
THE LEGEND OF ZELDA
THE LORD OF THE RINGS
MARIO GOLF
MARIO KART
MARIO SUNSHINE
MARIO TENNIS
METROID PRIME
MICKEY MOUSE FOR GCN
MX 2003 FEATURING RICKY CARMICHAEL
NFL BLITZ 20-02
PHANTASY STAR ONLINE VERSION 2
RALLY SIMULATION
RAYMAN ARENA
ROBOTECH
ROCKET POWER
RUGRATS
SCOOBY-DOO!
THE SCORPION KING
SEGA SPORTS NBA 2K2
SHREK
SNOOD
SPIDER-MAN
SPONGEBOB SQUAREPANTS
SPYHUNTER
STAR FOX ADVENTURES: DINOSAUR PLANET
TETRIS WORLDS
TOP GUN
TOXIC GRIND
TUROK EVOLUTION
WRESTLEMANIA X8

GAME BOY ADVANCE

AERIAL ACES
AERO THE ACROBAT
ARCADE ADVANCED
BANJO-KAZOOIE: GRUNTY'S REVENGE
BLENDER BROS.
BONX
BRITNEY'S DANCE BEAT
CAR BATTLER JOE
COLUMNS CROWN
DAVID BECKHAM SOCCER
DEFENDER OF THE CROWN
DENKI BLOCKS!
DIDDY KONG PILOT
DINOTOPIA: THE TIMESTONE PIRATES
DK COCONUT CRACKERS
DOWNFORCE
DRAGON BALL Z COLLECTIBLE CARD GAME
DRAGON BALL Z: THE LEGACY OF GOKU
EARTHWORM JIM 2
EGGO MANIA
HOT WHEELS
KELLY SLATER'S PRO SURFER
THE LAND BEFORE TIME
LEGO SOCCER MANIA
THE LORD OF THE RINGS, PART 1
MARY-KATE AND ASHLEY GIRLS, NIGHT OUT
MAT HOFFMAN'S PRO BMX 2
METROID 4
MINORITY REPORT
MLB SLUGGERS
MONSTER JAM: MAXIMUM DESTRUCTION
MUPPET PINBALL
NHL HITZ 20-02
PAINTBALL
PINBALL OF THE DEAD
POWERPUFF GIRLS: MOJO JOJO A-GO-GO
ROBOPON ADVANCE
ROBOTECH: THE MACROSS SAGA
SABREMAN
SEGA SMASH PACK
SHREK: SWAMP KART SPEEDWAY
SPIDER-MAN: THE MOVIE GAME
SPONGEBOB SQUAREPANTS 2
STAR WARS: EPISODE II ATTACK OF THE CLONES
SUPERMAN
SUPER MARIO BROS. 3
SUPER STREET FIGHTER ALPHA
TACTICS OGRE: THE KNIGHT OF LODIS
(THE) SIMS
THE THREE STOOGES
TINY TOONS: BUSTER'S BAD DREAM
TINY TOONS: WACKY STACKER
VIRTUAL KASPAROV
WINGS ADVANCE
WOLFENSTEIN 3D
WTA TOUR TENNIS
X-BLADEZ: INLINE SKATER
YOSHI'S ISLAND
YOSHI'S STORY
YU-GI-OH!

GAME BOY COLOR

POCKET MUSIC
RAYMAN 2
RHINO RUMBLE
YU-GI-OH!

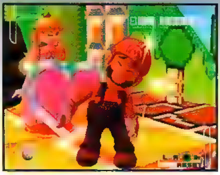
YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

SCREEN TEST

What's going on in the silly picture below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the June issue!

Umm . . . who are the dorks with Mario and Sonic?

YOUR SCREEN TEST CAPTIONS



Our line: Love hurts.

Your lines:

- Love stinks. *—Oliver Martinez*
- All's fair in love and war. *—Jody Shepler*
- Love struck.*—Jordan Comfort*
- Tough love, Mario!*—Carl Mills*
- Talk about a heartbreaker! *—Houston*
- That's amoré! *—Thunderballb7*
- Celebrity love never lasts. *—Joe Dillard*
- And don't let me ever see you with that Daisy again!*—David53531*
- Sometimes girls can pack a powerful punch.*—thomasguy59*
- I've saved her a hundred times, and what do I get? *—Carli*
- Do you think he likes me? *—Amarah Wagner*
- This is peachy. Just peachy. *—Eric Ludwig*
- And that's for forgetting my birthday! *—Andrew*
- Wario gave me this lovely box of chocolates. Wario cares about me. Why can't you be more like Wario? *—Andrew Dodds*

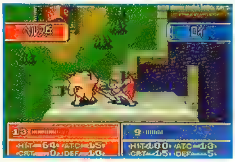
FIREEMBLEM
ファイアーエムブレム
封印の剣

UNSEALED SWORDSMEN

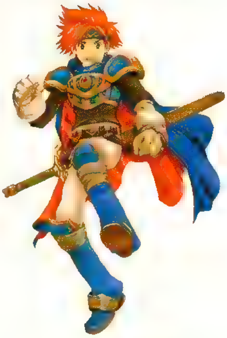
MARTH AND ROY

Marth and Roy are two characters from the Fire Emblem series of RPGs, none of which has been released in North America. They are both talented swordsmen, but they are not related. RPG fans in Japan have been playing Nintendo's widely respected Fire Emblem games since 1990, when the first game in the series hit the Famicom, the Japanese equivalent to the NES. A total of five titles have kept the famous saga alive. There are many hard-core fans of the series in Japan, where the games are so popular, they have spawned some very successful novels and comics. As often happens in RPG series, many characters appear across several generations in the saga. Marth is a hero from the very first Fire Emblem game, and was singled out to appear in Super Smash Bros. Melee most likely because of his enormous popularity with the fans. Marth is a prince whose father was killed in a rebellion. His mission is to reclaim his kingdom. Roy appears in Fire Emblem: Sealed Sword for the Game Boy Advance, the latest game in the series. Like Marth, he is a hero and a prince.

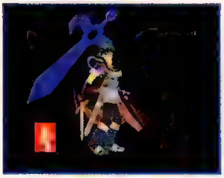
FIRE EMBLEM: SEALED SWORD



Roy as he appears in a battle scene from Fire Emblem: Sealed Sword, which was released in Japan in March.



MARTH SPEAKS!



Marth's Super Smash Bros. Melee victory speeches, loosely translated, mean: "Now, victory is mine!"; "I have outlasted you yet again!" and "Don't expect me to lose."

ROY SOUNDS OFF!

Roy's victory speeches are a little less sassy. They are: "This is where the true battle begins."; "That was a difficult battle!" and "It is my duty to protect—I cannot lose."

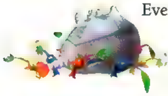
PIKMIN POP

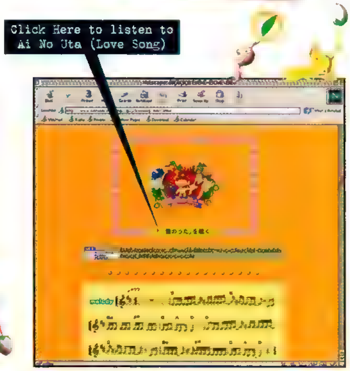
The Pikmin phenomenon has sprouted on the Japanese pop music charts. Since its release in December as a single, the song that backs the Japanese television commercial for Pikmin has sold millions of copies—nearly 500,000 in its first two weeks alone. "Love Song," by the acoustic guitar and vocal duo Strawberry Flower, is sung from the perspective of the sproutlike Pikmin, and it has struck a strong chord with Japanese listeners. The lyrics describe the plight of the Pikmin as they dutifully follow the orders of Captain Olimar, and many of them are gobbled up by the planet's creatures.

Ai No Uta (Love Song)

We are Pikmin. We follow only you.
Everyday, we lift, we fight, we multiply.
And, then we are eaten.
Our planet is populated by many mean creatures.
Everyday, we lift, we fight, we multiply.
And, then we are eaten.

You pull us out of the ground.
We fight and we are eaten.
We never ask for your gratitude.
We fight and we are eaten.
We are Pikmin. We follow only you.



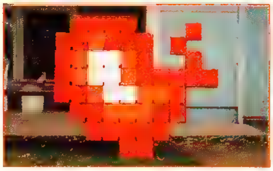


Click Here to listen to Ai No Uta (Love Song)

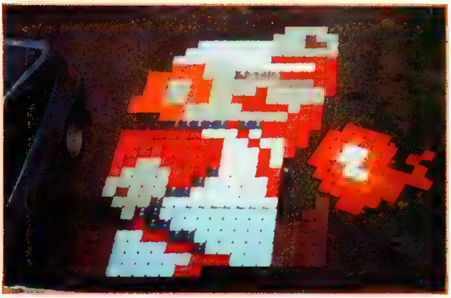
You can listen to the song, and sing along, when you visit a branch of the Nintendo Co. Ltd. website at www.nintendo.co.jp/ngc/gpij/lovesong/index.html.

THE ART OF SUPER MARIO

In his quest to bring art to the people—and/or enter the "What would you do for a Nintendo GameCube?" contest—visionary artist Jeff Bockenhauer created the largest Super Mario ever to grace the driveways of America, and possibly the world. Formed out of halved Super Mario Bros./Duck Hunt cartridges collected over the span of eight months, Super Mario was painted in one day with the help of Jeff's neighbor, Jimmy, and constructed following graphs drawn by Jeff's girlfriend, Aimee. Jeff's dream-inspired project and labor of love didn't win him a Nintendo GameCube, but it did earn him a place in Nintendo Power history, which makes us teary-eyed just thinking about it.



Jeff works on the layout of Mario's big noggin. We can't help but think that Mario should be a permanent part of Jeff's driveway, or maybe his foyer or patio.



Nearly 12-and-a-half feet of Super Mario love. One cartridge per pixel. Man, that's insane. Jeff Bockenhauer, we salute you out of fear and respect!

TOY FAIR 2002

February marked the 99th Annual International Toy Fair in New York City, and toy manufacturers from around the world showed off their latest creations—many of which were based on video game characters. Check out the gallery of highlights, including JoyRide Studios' action figures of Luigi, Samus and Link. Nintendo Power has been working with JoyRide to produce the toys, and the packaging will include tips, strategies and Nintendo Power branding. The action figures, which will be available later this year, will be priced from $9.99 to $12.99 and average around eight inches in height. JoyRide also will be producing action figures based on Mario Sunshine, Star Fox, Super Monkey Ball, Crazy Taxi and other games from Nintendo, Sega and EA.

TOY FAIR
Jacob K. Javits Convention Center of New York

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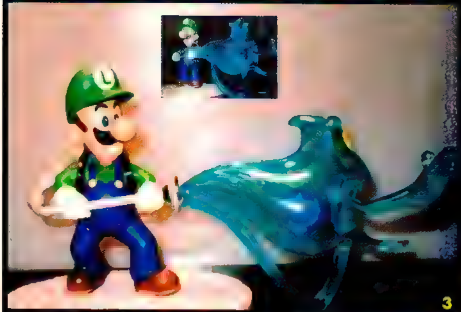

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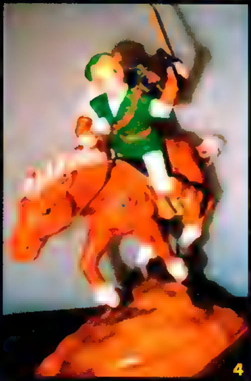

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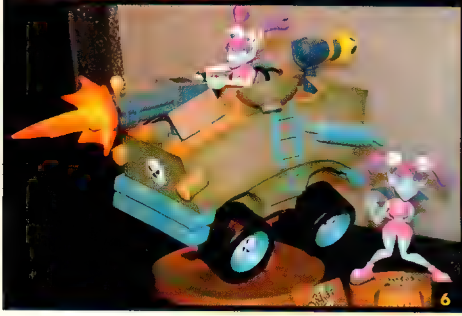

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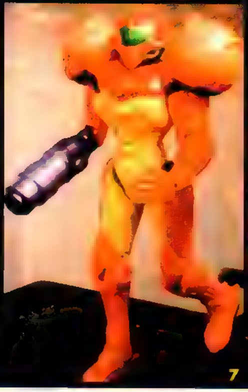

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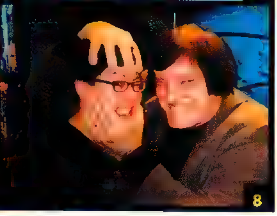

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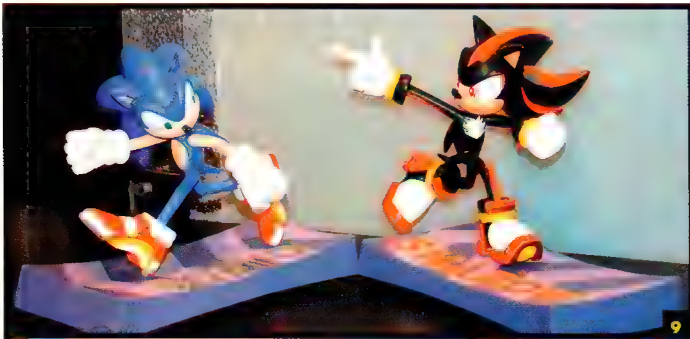
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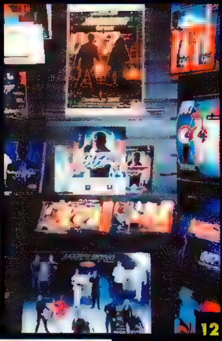

12

The Simpsons
Metal Clickers
13

GAME BOY ADVANCE
14

NINTENDO GAMECUBE
15

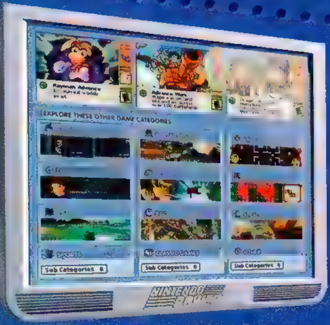
GAME BOY ADVANCE
16

17

1. Vending machine miniature collectibles (Tomy)
2. The entrance to Toy Fair 2002
3. Luigi's Mansion action figure (JoyRide Studios)
4. Link with Epona action figure (JoyRide Studios)
5. Two 12-inch Perfect Dark action figures—Joanna in body armor and in leather jumpsuit (bbi)
6. Violet from Cel Damage with weapons and vehicle (JoyRide Studios)
7. Samus action figure (JoyRide Studios)
8. Bond Marketing Inc. celebrates the 40th anniversary of James Bond with actor Richard Kiel, who's better known as Jaws and as the man who cracked open the head of the NP Krew's Jason.
9. Sonic and Shadow action figures (JoyRide Studios)
10. Action figure of Eddie from SSX Tricky (JoyRide Studios)
11. Sinder from Cel Damage with weapons and vehicle (JoyRide Studios)
12. James Bond toys and games
13. Wind-up tin Homer Simpson (Rocket USA)
14. Game Boy Advance brand 35mm camera and binoculars (Sakar International)
15. Nintendo GameCube brand Walkie Talkies (Sakar International)
16. Game Boy Advance brand Mini Phone Radio (Sakar International)
17. Action figure of Elise from SSX Tricky (JoyRide Studios)

• All Games, All the Time

nintendo.com


EXPLORE THESE OTHER GAME CATEGORIES
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CLASSIC GAMES
Sub Categories
NINTENDO

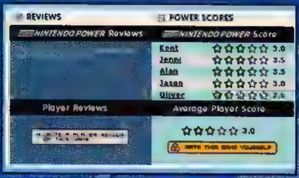
Whether you're looking for that elusive Pikmin rocket part or need to know which of the latest games fit your tastes, the new gaming section of nintendo.com serves up much more of the info you're looking for much more quickly.

Improved navigation speeds you to new game profile pages, which include more game strategy than you've ever seen before on nintendo.com as well as a new way of comparing reviews from Nintendo Power writers and website visitors. Game pages will also more prominently feature lots of screen shots, artwork, audio/video clips and lots of downloads—all in all, a treasure trove of resources for Nintendo gamers to plunder!

<<<< more reviews to chew on >>>>

With so many games coming out on Nintendo GameCube and Game Boy Advance, getting your hands on game reviews helps you focus on which titles are best for you.

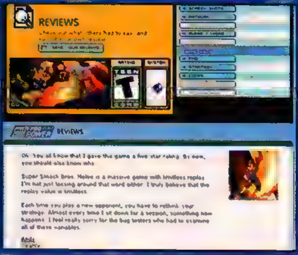
Nintendo.com's new game profiles put a wide variety of reviews of the good, the bad and everything in-between on display to make your search easier.


REVIEWS
POWER SCORES
NINTENDO POWER Reviews
NINTENDO POWER Score
Player Reviews
Average Player Score

NINTENDO POWER Score	
Kent	☆☆☆☆☆ 3.0
Jenni	☆☆☆☆☆ 3.5
Alan	☆☆☆☆☆ 3.5
Jason	☆☆☆☆☆ 3.0
Oliver	☆☆☆☆☆ 2.5

Average Player Score ☆☆☆☆☆ 3.0

Nintendo.com has long shown review scores from website readers and Nintendo Power writers. With new game profiles, you can dig deeper to compare the [illegible]o.


REVIEWS
REVIEWS

Oh. You all know that I gave the game a five star rating. By now, you should also know why.

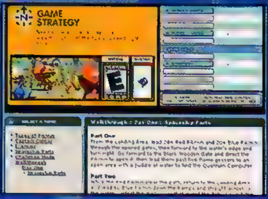
Super Smash Bros. Melee is a massive game with limitless replay. I'm not just tossing around that word either. I truly believe that the replay value is limitless.

Each time you play a new opponent, you have to rethink your strategy. Almost every time I sit down for a session, something new happens. I feel really sorry for the bug testers who had to examine all of these variables.

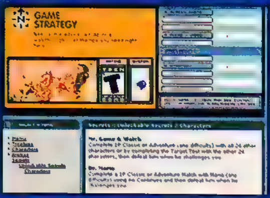
We've gotten lots of mail on the topic: Just who are the reviewers at Nintendo Power? For now you'll see their names and favorite genre of games—but keep an eye open for more info in the future.

<<<< strategies within strategies >>>>

You'll also find more strategy coverage in some new game profiles, which is always useful when you're stuck on something and need a little hint. Learn the official tips and tricks [illegible] multilayered structure: Looking to beat a boss? Searching for all instances of a hidden item? Click on the general topic to open its subtopics—and then the sub-subtopics, and so on—until you find precisely the detail you need.


GAME STRATEGY
E
Walkthrough : Day One : Spaceship Parts
Part One
Part Two

Every game has unique main topics, such as the full scoop on Pikmin's Captain Olimar and locations of rocket parts.

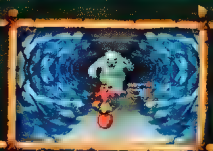

GAME STRATEGY
T
Secrets : Unlockable Secrets : Characters

You can find a wealth of subtopics, such as all unlockable characters within Super Smash Bros. Melee.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

Crash is going small in a huge way.
UNIVERSAL
UNIVERSAL INTERACTIVE
www.universalinteractive.com
Vicarious Visions
GAME BOY ADVANCE
EVERYONE
E
CONTENT RATED BY ESRB

Crash Bandicoot: The Huge Adventure interactive game © 2002 Universal Interactive, Inc. Crash Bandicoot and related characters ™ & © Universal Interactive, Inc. All rights reserved. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2002 Nintendo.



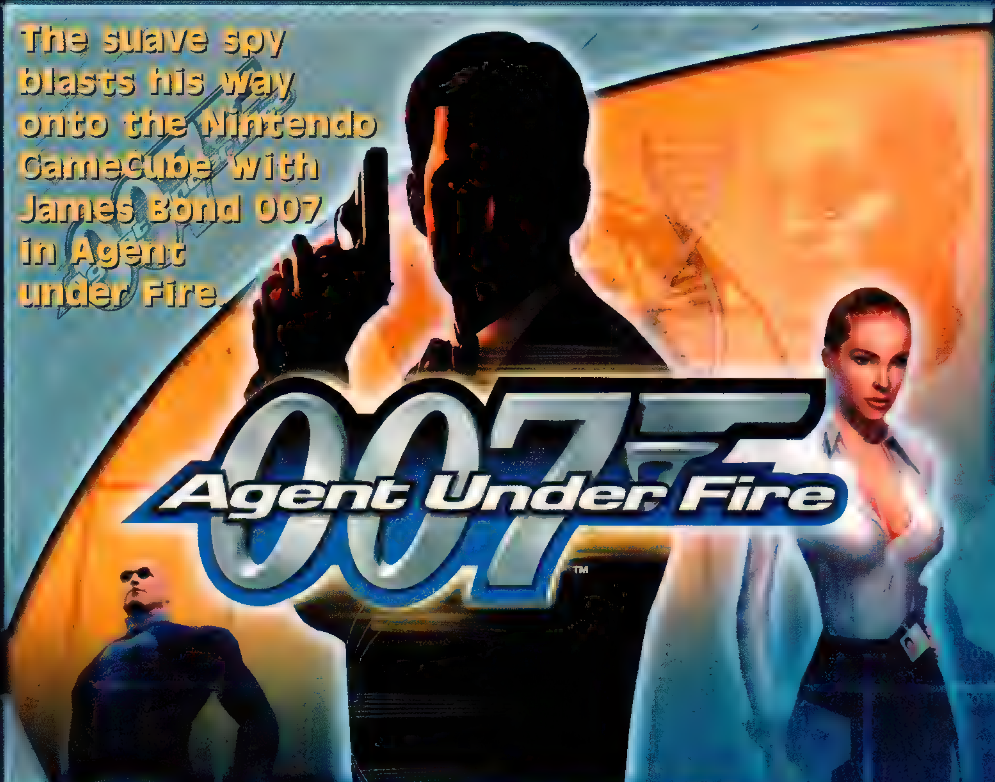
It's Crash's big debut for Game Boy® Advance. In a world shrunk to the size of a wumpa fruit, this Bandicoot is in for a huge adventure. Literally.

www.thehugeadventure.com

CRASH BANDICOOT
The HUGE Adventure

"Handheld Crash is just as awesome as his console adventures." – IGN.com

The suave spy blasts his way onto the Nintendo GameCube with James Bond 007 in Agent under Fire.



Secret Agent Man

James Bond 007 in Agent under Fire from EA Games does not rely on a movie for its plot and characters—it is instead an original adventure created solely for the gaming world. Of course, James is still a secret agent for MI6, and he's got the gadgets, the Golden Gun and the gals to prove it. Bond finds himself in the middle of an international mess of the sort that he handles best.

I, Spy

James Bond's latest adventure includes three different kinds of action, including first-person shooting, rail shooting and driving levels—and, of course, a multiplayer mode. The action is always from James's perspective.

TEEN
T
CONTENT RATED BY
ESRB

Suggestive Themes, Violence

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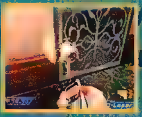
Bond Moves

James Bond has always had a certain flair for the dramatic, and when you pull off special moves in the game a blast of Bond's theme song will play as your reward. You'll also score tons of points for your agent-like actions.

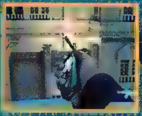
Gadgets

No agent worth his salt would be caught without his gadgets, and James Bond is no exception. You'll use the following four gadgets and many more.



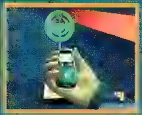
Q-Laser

Use the Q-Laser to break open padlocks helpfully marked with a large, red label Sometimes, you can earn a Bond Move bonus by breaking locks and sneaking into areas.



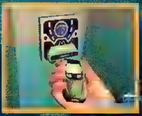
Q-Claw

Q's clever creation allows you to latch on to round grates to pull yourself up to ledges and rooftops.



Q-Remote

The remote-control gadget is both an input and an output device that allows you to open doors and trigger machinery with stolen access codes.



Q-Decryptor

Some doors that can usually be accessed only with the correct code will open under the Q-Decrytpor's influence. Other doors require Key Cards or cannot be opened.

Medals

If you score highly in a mission, you may earn a medal. Pulling off Bond Moves, shooting accurately, defeating enemies and more raise your score. Gold Medals earn you extra weapons or abilities and the chance to try for a Platinum Medal.

Agent Levels

You can play James Bond 007 in Agent under Fire at three difficulty levels: Operative, Agent and 00 Agent. As the difficulty increases, Bond will be more vulnerable and enemies will be better shots. The mission objectives do not change.

Weapon Strategies

James Bond will often enter a mission with a variety of weapons. While you can use your basic weapons or even your bare hands for many missions, it always helps to use the right weapon for the job. We've made some recommendations, but try each weapon in each mission for yourself.

Short-Range Weapons

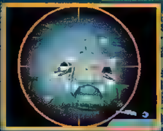
VIPER, FRINESI SHOTGUN, INGRAM SUBMACHINE GUN, DART GUN, P2K, PS 100, DEFENDER

Most of the smaller guns and shotguns have a very limited range. If you are in a small room or a closed space, such weapons are ideal. Larger, more open spaces require weapons with better range.

Medium-Range Weapons

P2K, PS 100, GRENADES, UGW, KA-57, D-17, FSU-4

Medium-range weapons such as the P2K and the Grenades work best in hallways, across long rooms and in spaces with high ceilings. Of course, you want to stay well away from a Grenade if you toss one down a hallway.



Long-Range Weapons

SSR 4000, UGW, MRL-22, D-17, FSU-4

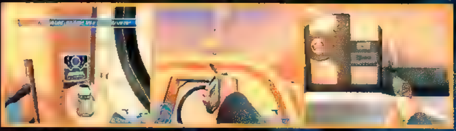
Many long-range weapons have scopes that allow you to snipe an enemy from a distance. You can target manually to use the weapon's viewfinder with the L Button, then zoom in with the C Stickto get a close-up view of your target.

Trouble in Paradise

01

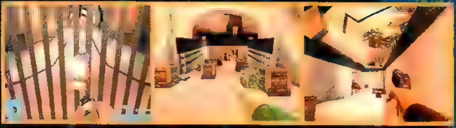
FIRST-PERSON SHOOTER

BREAKING AND ENTERING



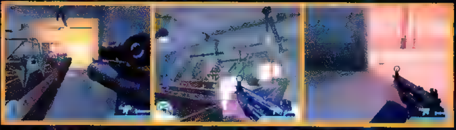
Use the Q-Decryptor to earn a Bond Move, then use the Q-Claw on the mesh above the door to earn another Bond Move on the roof. Drop down the hole, punch the guard and pick up his Key Card. Go through two sets of doors to reach the Armory—and some extra weapons.

ON YOUR GUARD



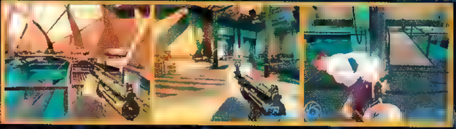
Take the elevator down, then take out the guard. Use the Q-Laser on the padlock, walk down the hall, turn right, then shoot the gas tank to get rid of the guards. Shoot the wire holding the crate aloft. Pick up the Body Armor, then take out the guards who run in from the hall.

DARK SHADOWS



The guards will turn off the lights. Use the MRL-22 to eliminate the grenade-throwing guard on the right, then drop the rest of the guards. Crouch down to avoid their fire and stay to the right to draw them over for an easy shot. Watch out for the last guard in the lighted area.

SEARCH AND RESCUE



Head upstairs. Eliminate the sniper with a single shot, or punch him, then take the elevator downstairs. Shoot the barrels to silence the guards. Collect the Body Armor near the entrance to the submarine bay if you need it. Use your Q-Laser to free the CIA agent Zoe.

BOND MOVES

Use the Q-Decryptor on the front door • Q-Claw to the roof • Use the Q-Decryptor to open the door on the way to the Armory • Use the stolen Key Card to open the Armory • Q-Laser the lock on the gate • Shoot the forklift's gas tank • Shoot the rope holding the crate

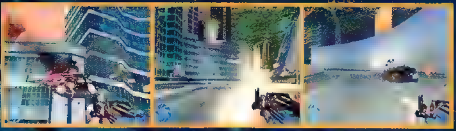
GOLD MEDAL: GOLDEN GUN

Precious Cargo

02

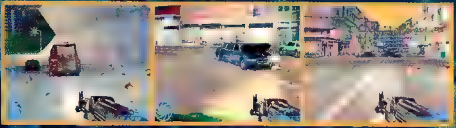
RAIL SHOOTER

TAKE YOUR BEST SHOTS



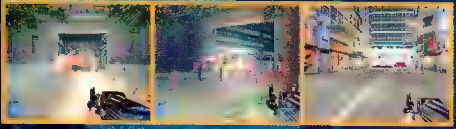
Subdue the sniper in the first helicopter, then bring down the aircraft. Always try to hit the snipers before you blow the helicopters. Swing around and take out the helicopter in front of you. Shoot out the tires of the cars chasing you. Those moves will earn Bond Move credits.

ON THE ROAD AGAIN



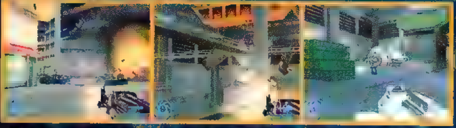
Red vans will appear to pester you. Shoot out their tires. As more cars and vans appear, aim for the tires first—it's the easiest way to deal with them. Try to hit the two limos that form the roadblock. Zoe will turn left in front of them, and you won't have much time.

OVER A BARREL



Zoe will pull into an area filled with enemies. Shoot the barrels in all three areas to take out the bad guys. Near the gas station, use the Rocket Launcher or another weapon to blow the gas pumps. Finish off any lingering enemy vehicles.

FACTORY TOUR



If the gas pumps don't take out the limos, be sure to destroy them yourself, or you won't be able to continue. Inside the factory, aim for barrels whenever possible. Shoot the control panel near the generator to move the big crate, then hit the crate to take out the machine.

BOND MOVES

Remove snipers from the helicopters • When surrounded, shoot the explosive barrels • Take out the helicopter sniper at the roadblock • Shoot a rocket into the building at the roadblock • Shoot the barrels near the enemies high and low on the left in the factory • Eliminate the thugs on the catwalk • Shoot the barrels near the forklift

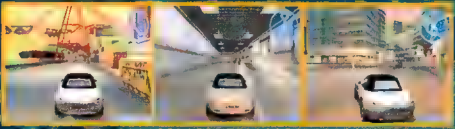
GOLD MEDAL: GOLDEN CH-6

Dangerous Pursuit

03

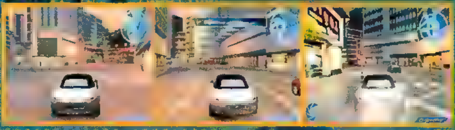
VEHICLE SHOOTER

EXPLOSIVE RESULTS



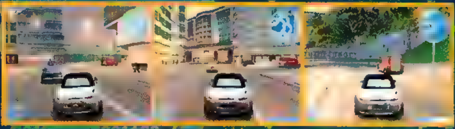
Aim your rockets at the barrels near the blockade to blow away the cars. Do the same thing when you enter the tunnel to take out more enemies. If you take a right when you leave the tunnel, you should find a Q-Pulse.

STREET SMARTS



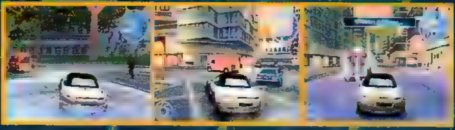
Watch the map for blinking dots that indicate Q's gadgets. Drive over the gadgets to pick them up. The flashing arrow represents the red van that is your main target. After you've picked up a Q-Pulse or two, pursue the van. It will try to throw you off its trail. Don't let it.

DRIVING SAFETY



Try to lose your pursuers with the Q-Smoke. Use the Rockets and Missiles on the cars and limos that attack you, but don't shoot the van. If you find a Q-Booster, use it to catch up with the van on straightaways.

A STRONG PULSE?



The Q-Pulse takes several seconds to charge up, and you need to be very close to the van to hit it with the pulse. Cut corners and try to predict the van's progress to save time. Catch the van with the first pulse for a Bond Move.

BOND MOVES

Blow up the barrels at the first roadblock • Shoot the barrels in the tunnel • Use some Q-Smoke to get rid of a car that follows you • Stop the van the first time you use the Q-Pulse on it

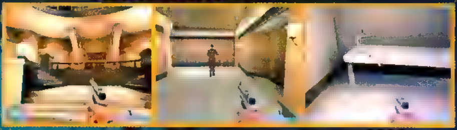
GOLD MEDAL: UNLIMITED MISSILES

Bad Diplomacy

04

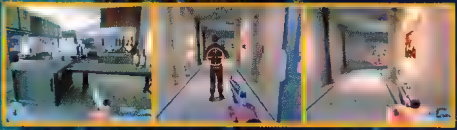
FIRST-PERSON SHOOTER

A WORK OF DART



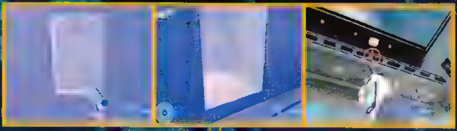
Dart the guard blocking the door at the top of the stairs, then go up the stairs and through the door. To the left of the elevator is another guard—dart him, then go into the room to collect the extra dart ammo. Head back to the elevator and take it to the next floor.

KITCHEN SNITCHES



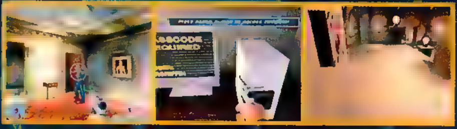
Take a right out of the elevator. Walk through the kitchen and dart the guard. Another guard is at the end of the hall—dart him as well. Both guards are very quick to sound the alarms, so be careful and fast.

SEE-THRU



Use your Q-Specs near every laser trip wire to find a secret panel nearby. Hit A to open the panel, then use the Q-Laser to cut the wires. In the dead-end hallway, use the Q-Specs to find the secret door. Go out the window and use the Q-Claw to reach the next floor.

CLONE HOME



Enter the first door on the right to pick up the Key Card. Snag extra darts in the closet. Enter the third door, dart the Griffin clone, pick up his Passcode Generator, then use it on the computer. Exit the building by backtracking or by going through the door Griffin was blocking.

BOND MOVES

Use your Q-Specs at the first laser trip wire to see the secret panel, open it and laser-cut the wires to disarm the trip wire • Disarm the second laser trip wire • Use the Q-Specs to find and enter the secret room • Use your Q-Claw to get up to the third floor • Go into the bedroom to pick up the Key Card • Pick up Griffin's Passcode Generator • Disarm the final laser trip wire

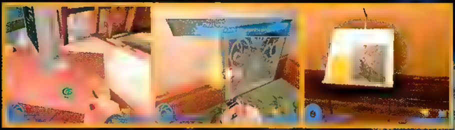
GOLD MEDAL: GOLDEN ACCURACY

Cold Reception

05

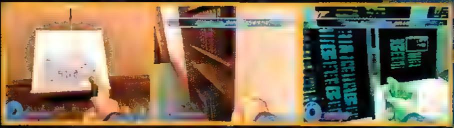
First-Person Shooter

Shoot to Film



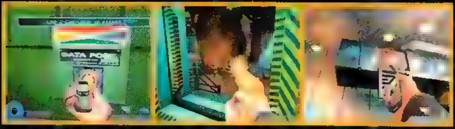
Press the green button on the desk on your right when you're facing Malprave's portrait. Laser the lock on the grate, crawl in, then look through the next grate. Take out the guard, then photograph the first set of plans. Use the silenced Golden Gun throughout the mission.

Grate Expectations



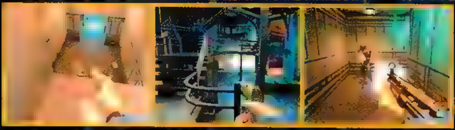
Use the grates to sneak around and eliminate guards as you go. Photograph the second set of plans. Grab the Key Card off a bookshelf and take the elevator. In the computer room, take out the guards, then use the Key Card to turn off the data port alarms.

A Good Way to Vent



Use the Q-Decryptor on the three ports. Photograph the oil rig in the corner for an extra Bond Move. Open the door then take the elevator downstairs. Quietly take out the guards. Q-Claw up to the exit duct. Once inside, take a left.

Out and About



Snipe the guard from the duct, jump down then use the Q-Remote to get an access code. Take out the guards, then use your Q-Remote on the door at the top of the stairs. Use heavy firepower on the two mercenaries, continue up, then use the hook to escape.

Bond Moves

Cut the lock on the first heating duct and crawl through • Get the access card from the middle hallway bookshelf • Take a picture of the model oil rig in the computer room • Use the Q-Claw to enter the first two vents • Use the Q-Remote to obtain the security door program • Disable a guard by shooting the steam tank handle off • Open the security door with your Q-Remote and the stolen program

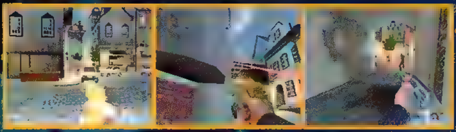
Gold Medal: GOLDEN CLIP

Night of the Jackal

06

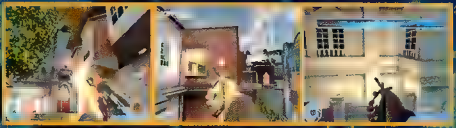
First-Person Shooter

Terrorist Suppression



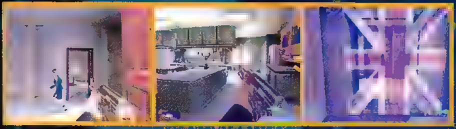
Attack terrorists before they can attack you. Take out the sniper above the truck. Down the alley past the sniper is a Frinesi and Body Armor if you wish to pick them up. Head through the archway and take out the three guards. Avoid the second sniper's laser sight.

Safehouse Visit



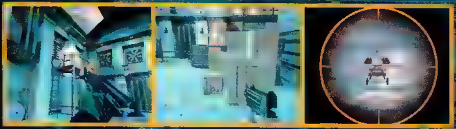
Take care of the sniper, then use your Q-Claw to get up to the ledge. Jump over to the sniping position and collect the rifle for a Bond Move bonus. Q-Claw to the window, break the glass, then enter the safehouse. Pick up the Q-Card, then Q-Claw to the embassy.

Q-Spectacular



Attack the terrorists carefully—you don't want to hit their hostages. Dispatch the remaining hordes of terrorists in the hallways and rooms until you reach the rotunda. Use your Q-Specs to find the secret door in front of the Union Jack. Talk to Damescu.

The Jackal Takes a Dive



Shoot both sets of barrels to eliminate the guard and to pick up Body Armor and ammo. Aggressively attack Carla the Jackal to get her to move to the right. Press the green button in the corner when she is over the vat. Head upstairs and use the sniper rifle to target the pilot.

Bond Moves

Use the Q-Claw to reach the roof near the sniper and jump onto the sniper's perch • Q-Claw to the apartment ledge and enter through the open window on the balcony • Q-Claw across the street • Use the Q-Specs to see the secret door behind the British flag • Talk to Natalya to rescue her • Eliminate the Jackal with the green button • Shoot the pilot of the helicopter with the sniper rifle

Gold Medal: GOLD GRENADES

Streets of Bucharest

07

Vehicle Shooter, Rail Shooter

Driven

Use the rockets or the machine gun to destroy the cars in front of you. Follow the flashing arrow to find Q's chip locator. Try to pick up Q's gadgets and ammo on the streets. Drive through the glass doors of the train station on your way to Q's locator to pick up Armor.

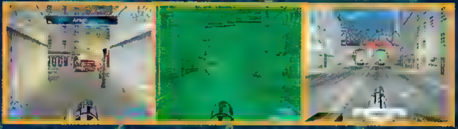
Trained Steal

Try to destroy the helicopters at the train station with your missiles as you pick up Q's locator. Follow the arrow on your map to locate the missing chip.

Bridge to Nowhere

A helicopter's missile will destroy a bridge just as you start to cross. Continue anyway for a Bond Move. Pick up the chip and exit by way of the roadblock. If you hit the sign at the right time, you'll pop up on two wheels. Pick up the Q-Boost and use it at the bottom of the steps.

Tanks for Nothing



Target the enemy's tires whenever possible, and don't be too wasteful with the Chain Gun's ammo. Blast the fuel tanks or barrels to blow up the enemies in the alley. When you reach the tanks, switch to the shells with the Z Button and target the red cars on the train.

Bond Moves

Use the Q-Slicks to give an enemy vehicle the slip • Take out the two helicopters at the train station with missiles • After collecting the locator, jump the bridge as it blows up • After collecting the chip, hit the sign to go up on two wheels as you exit the small tunnel • Jump the street on your way to your rendezvous with R • IN THE TANK: Shoot the barrels next to the van • Destroy the first helicopter • Destroy the helicopter near the bridge • Shoot the barrels next to the limo

Gold Medal: LOTUS ESPRIT

Fire and Water

08

First-Person Shooter

Shoots and Ladders

Eliminate the guards on each platform. Go very carefully up the last ladder. Don't go in the room—take out the guard, then aim for Bloch. Use the Q-Remote on the computer, then go out the unlocked door and use the remote on the cranes. Laser the lock, then take out the guards.

Laser Show

Laser the lock on the gate to move Bloch, then laser the locks to the grates on either side. You can walk forward and take out the helicopter with grenades if you wish. Take the duct on the right and go up the ladder. Eliminate the sniper. Enter the door—ignore the other enemies.

Q-Jet Set

Take out the guards and recharge the Q-Jet. Silence the snipers and the grenadier in the corner with the SSR 4000. Go up the ladder and press the green button to turn on the pumps. Q-Claw over to the left pump, stand on the pump and use the Q-Jet to jump to the next area

Higher and Higher

Blow up the forklift. Shoot the snipers on the platforms above and use the Q-Claw to ascend where you can, being wary of guards. Take the hook over to the middle area. Snipe the helicopter pilot. Use the Q-Remote to take out the snipers on the cranes. Laser the last lock

Bond Moves

Get the crane program from the computer with your Q-Remote • Use the Q-Remote to drop the crate on the helipad • Activate the two cranes from the office balcony with the Q-Remote • Cut the lock on the exit door • Cut the locks on the vents and door • Shoot the helicopter pilot with the sniper rifle • In the piston room use the Q-Claw to get up to the platform so you can jump to the pistons • Use the Q-Claw to jump from one tank to another • Use the Q-Remote to drop crates on the guards • Shoot the helicopter pilot • Use Q-Claw to get up to the roof

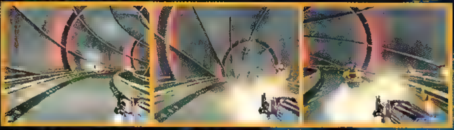
Gold Medal: RAPID FIRE FOR P2K

Forbidden Depths

09

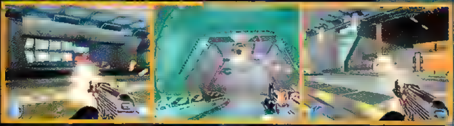
RAIL SHOOTER

TUNNEL VISION



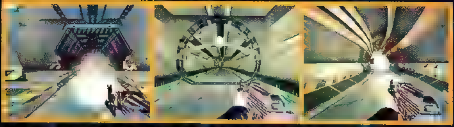
Watch for guards in the tunnels. Allow the auto aim to lock on to your targets—guide it slightly when necessary. The ceiling-mounted autoguns need to be targeted at the base and should be destroyed quickly. You can blow up the fire extinguishers to take out enemies.

AMBUSH ACTION



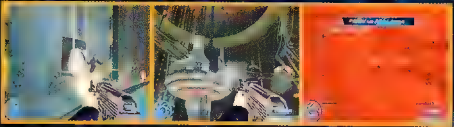
Eliminate the unconcealed guards in the first ambush area to raise the panels, then shoot the red button to move on. An autogun will greet you. Take it out. At the second ambush, blow up the barrels to finish off the guards. A rocket-launching guard will block your exit.

MINE YOUR MANNERS



When you catch up to Bloch, he'll begin to drop mines on the ground. Shoot them—don't drive over them. Target the center of the fans to destroy them, then shoot the red lights on the left to clear the tunnel.

HOT AND BOTHERED



Two rounds of guards will attack you in the volcano. The first has guns, the second set has rocket launchers. Clear them out quickly so you don't take too much damage. Attack Bloch. When he retreats, shoot your rockets at the black-and-red-lighted clamps above the fan.

BOND MOVES

At the first ambush, a panel opens with a blinking red light—shoot the light to exit early • Shoot the barrels at the second ambush • Shoot the giant fan blades • Shoot the red lights out to clear the steam from the tunnel

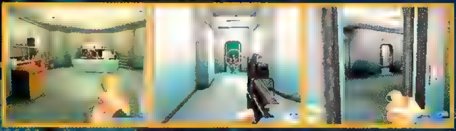
GOLD MEDAL: GOLDEN ARMOR

Poseidon

10

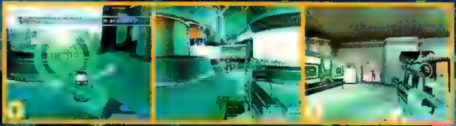
FIRST-PERSON SHOOTER

GUARDS GALORE



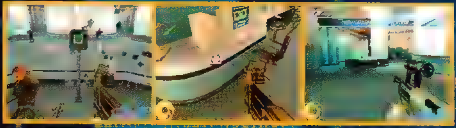
Laser the lock and enter the vent. Attack the guard before you enter the room. Decrypt the lock and pick up weapons, then enter the next room. Ride the elevator to the room with the shark and take out the Super Thugs. Use your grenades in hallways when you can.

REMOTE CONTROL



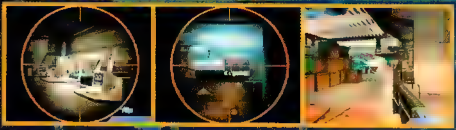
Silence the guards, then use your Q-Remote on the three terminals. Additional guards may attack—pick up the Body Armor on either side of the room if you need it. A Super Thug will attack as you walk toward the elevator. Take the thug down, then take the elevator down.

THE CLONE RANGER



Crouch down the steps, stay low and enter the door on the left. Quickly attack the guard, then turn on the autogun. Pick up the Key Card. Take down the remaining guards. Eliminate the lab workers and use the Q-Remote on their terminals. Beware the Super Thug at the exit.

SNIPE OR BE SNIPED



Use a sniper rifle or scope weapon to eliminate all the guards on the upper walkways. Press the green button to lower the stairs. Head down the stairs and pick off the guards or just rush onto the submarine to finish the mission.

BOND MOVES

Q-Laser the lock to exit the room • Use your Q-Remote to obtain the System Pressure Code • Use your Q-Remote to obtain the System Temperature Code • Use your Q-Remote to obtain the System Chemical Regulator Code • Press the green button in the office of the cloning room • Use the Q-Remote on all three stations in the cloning room (each time counts as a separate Bond Move) • Press the green button to create a stairway to the sub

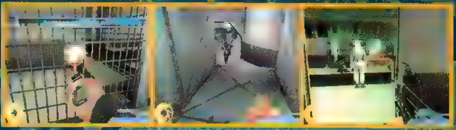
GOLD MEDAL: GOLDEN BULLETS

Mediterranean Crisis

11

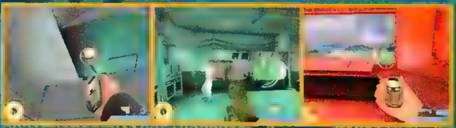
FIRST-PERSON SHOOTER

DUCT AND COVER



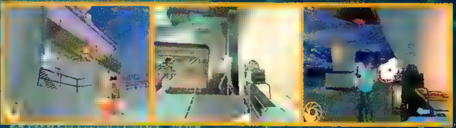
Go inside the carrier. Enter the Brig. Pick up the ammo, then use the Q-Laser on the left cell door. Climb into the duct and toss grenades to eliminate the guards. Collect the items and weapons, then head upstairs. Take out the guards, then cut the lock on the duct and enter.

HARRIER HELP



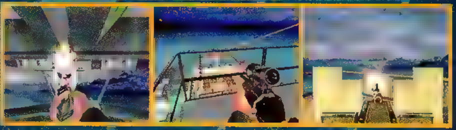
Use the Q-Claw to ride up. Get the Harrier program with the Q-Remote. Leave the room, jump down to the lower level, laser the lock on the wire door, then find the second Q-Claw grate and ride up. Take the walkway to the stairs. Use the Q-Remote to take out enemies near the plane.

FIRE FIGHT



Q-Claw to the balcony. Run up the stairs, avoid the grenades and take out the guards. Use the sniper rifle on the helicopter. Cut the lock above the ladder. Shoot barrels to eliminate the machine gun guard. Body Armor is hidden behind the barrels near the ladder.

SEND IN THE CLONES?



Cut the woman's handcuffs with your laser. Get the Missile program with the Q-Remote. Use a sniper rifle to take out Zoe's captors. Head down the ladder and remove the guards. Use a sniper rifle or the machine gun on deck to destroy the helicopter. The machine gun is easier.

BOND MOVES

Cut the lock in the cell block • Laser the lock on the right in the hangar • Get the Harrier Program with the Q-Remote • Cut the lock in the second chain-link area • Use the Q-Claw to get to the second level • Use the Q-Remote to activate the jet to "toast" the guards • Use the Q-Claw to fly over to the dining room • Snipe the helicopter pilot • Cut the shackles off the Navy Ensign • Use the Q-Remote to get the program for the missile • Use the hook to reach Zoe • Cut the lock and press the green button to free Zoe • Use the Missile program to eliminate the sniper

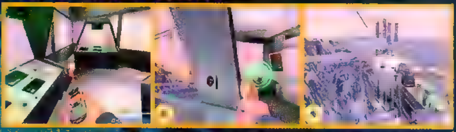
GOLD MEDAL: REGENERATIVE ARMOR

Evil Summit

12

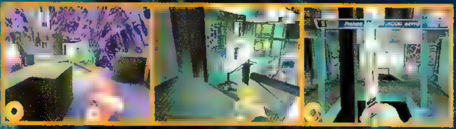
FIRST-PERSON SHOOTER

DOWN THE HATCH



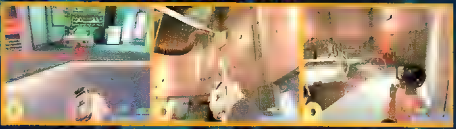
Eliminate the guard in first building and get the sniper rifle. Snipe two guards in the towers, then use the Golden Gun on the other two. Steal the hatch program with the Q-Remote. Sky-hook between the towers and be careful of the many guards. Open the hatch and drop in.

FLYIN' SILO



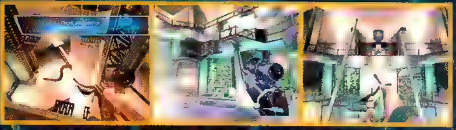
Run to the far side of the main chamber, taking care of guards as you go. Climb the ladder then use the Q-Laser on the sparking wires in the middle of the catwalk to free the first four hostages. Refill your Q-Jet when you have the opportunity.

LIBERATE THE LEADERS



Acquire the four silo programs one at a time with your Q-Remote, then enter each silo and eliminate the guards to free the hostages. Use your Q-Claw to get to hard-to-reach spots where you can pick up extra weapons, armor and ammo.

BLOCH AND TACKLE



Save the US President then go to the bottom of the silo to enter the main room. Bloch and Malprave will be there. Bloch will stay behind. Dodge his attacks and return fire. Use Q-Jet to reach the walkway. Use Q-Claw to get to the top exit. Hit Bloch with a rocket by the window.

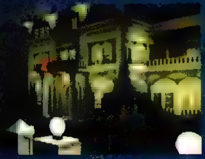
BOND MOVES

Cut the lock to enter first building • Get the hatch access program from the far tower • Ride the hook from the left tower to the right • Go from the right tower to the office with the cable hook • Open the hatch with the Q-Remote • On the catwalk, cut the wires in the center of the room with your Q-Laser • Rescue the French leader • Rescue the German leader • Rescue the UK leader • Rescue the US leader

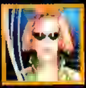
GOLD MEDAL: UNLIMITED AMMO FOR P2K

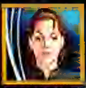
Multiplayer

A Bond game wouldn't be the same without mulitplayer modes to share the secret agent action with your friends. Multiplayer Mode has several different variations on the Bond theme, and players can team up or play everyone for themselves. Many important characters from the game appear as playable characters in the mode.



JAMES BOND


JACKAL


MALPRAVE

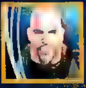
RIG DIVER

BLOCH

GRIFFIN CLONE

EVIL ZOE CLONE

TWIN


SUPER THUG

IDENTICON GUARD

COMBAT TRAINING (1-4)

Players looking for traditional multiplayer shooter fun should enter the Combat Training zone. You can select your weapons, arenas, characters and more. Turn on your favorite options and blast away!

You have many options in the Combat Training Mode. Turn off the radar screens if you're looking for a particularly challenging game. Try using the Q-Jet and Q-Claw to add a bit of variety to the game play—and try not to fail!

ANTI-TERRORIST TRAINING (2-4)

Players learn to defeat terrorist bomb threats by locating and defusing bombs quickly after they show up on the radar. Press the A Button when near a bomb to defuse it. You may have to fend off your opponents.

You're not just battling the opposing players—the Anti-Terrorist Training is also a race against time. The bombs will explode if they're not defused in time. The threat of explosions adds an interesting element of suspense to the mode.

PROTECT THE FLAG (2-4)

Players try to find and hold on to the Union Jack as other players try to claim the flag as their own. The agent who holds the flag for the longest amount of time is the winner.

It's not about the number of opponents you defeat in Protect the Flag, it's about the amount of time you're in possession of the Union Jack. That said, the best way to protect the flag is to blast any player foolhardy enough to try to take it away from you.

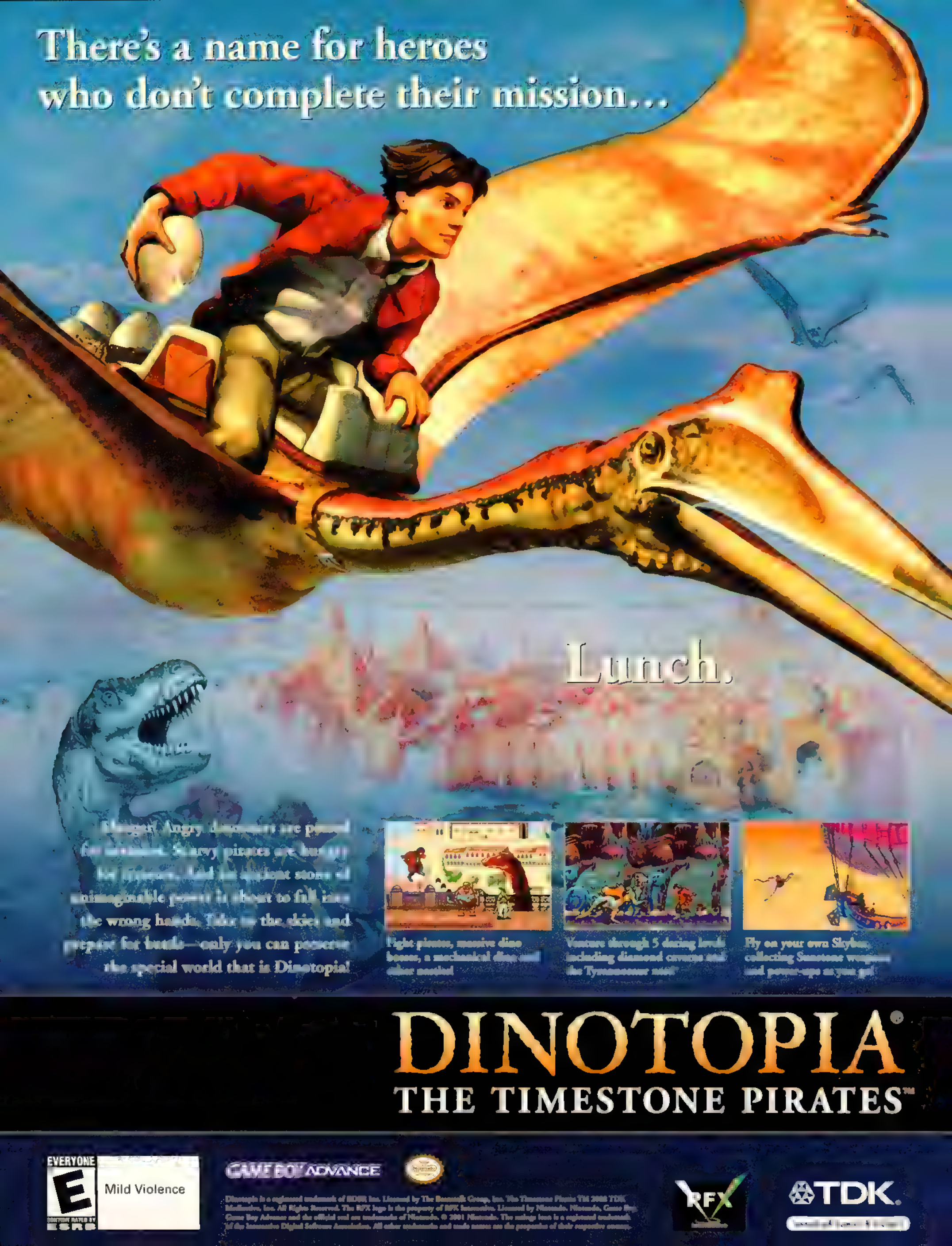
TOP AGENT (3-4)

Top Agent Mode pits players against each other, but it also encourages teamwork. The player in the lead is considered the Top Agent, and the others must work together to bring the Top Agent down. The other players can't be hit.

Only the Top Agent is vulnerable to attack by the weaker players. The Top Agent can attack anyone, however. Players can't hurt each other, so they work together to defeat the Top Agent. Of course, whoever takes down the Top Agent becomes the new Top Agent . . .

00 Heaven

Anyone who finds the world of espionage and intrigue alluring will delight in James Bond 007 in Agent under Fire's charms. The variety and drama of the many missions will keep aspiring agents happy, and the multiplayer game brings a much-needed four-player shooter element to the Nintendo GameCube.


There's a name for heroes
who don't complete their mission...
Lunch.
DINOTOPIA®
THE TIMESTONE PIRATES™
EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB
GAME BOY ADVANCE
Nintendo
RFX
TDK

Danger! Angry dinosaurs are poised for mayhem. Scurvy pirates are hungry for treasure. And an ancient stone of unimaginable power is about to fall into the wrong hands. Take to the skies and prepare for battle—only you can preserve the special world that is Dinotopia!

Fight pirates, massive dino bosses, a mechanical dino and other nasties!

Venture through 5 daring levels including diamond caverns and the Tyrannosaur nest!

Fly on your own Skybax, collecting Sunstone weapons and power-ups as you go!

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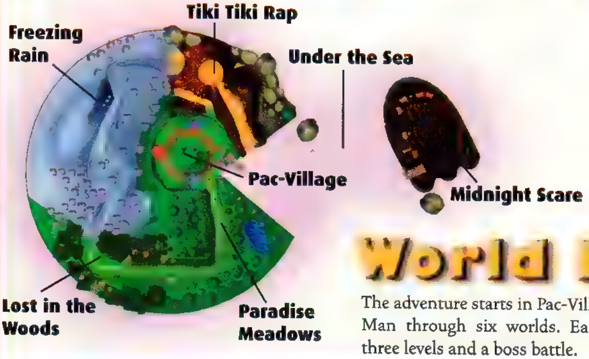
Mixing maze-crazy action with Mario-style adventuring, Namco rolls out a ball of fun that Pac-Man fans will gobble up.

PAC-MAN WORLD 2™

Eat and Run

After 22 years, Pac-Man still has a big appetite for ghosts, Power Pellets and adventure, and Pac-Man World 2 sends the venerable hero through a 3-D platformer dotted with edible enemies and arcade-flavored fun. The GCN game offers a lot to digest—Pac-Man will munch through mazes, but he'll also swim, skate and pilot a heavily armed submarine.


Tiki Tiki Rap
Freezing Rain
Under the Sea
Pac-Village
Midnight Scare
Lost in the Woods
Paradise Meadows

World Map

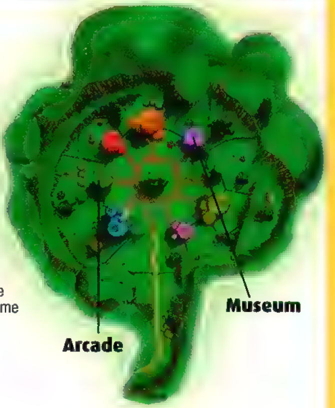
The adventure starts in Pac-Village and sends Pac-Man through six worlds. Each world contains three levels and a boss battle.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

™ and © 1980, 1999, 2002 Namco Ltd.

Pac-Village

Pac-Man lives in Pac-Village, where a magical tree that grows in the center of town protects all of the resident Pac-People. When Pac-Man's archenemies—Blinky, Inky, Pinky and Clyde—desecrate the tree by stealing its five Golden Fruit, the gang of ghosts unwittingly awakens the evil specter, Spooky. To lay him to rest, Pac-Man must retrieve the tree's fruit.



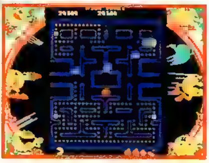
Rooftop Treasures

Every level that isn't a boss battle features dots, fruit and tokens for Pac-Man to eat. In Pac-Village, hop onto the rooftops to snag some snacks in the sky.

Arcade

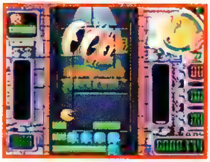
The Pac-Village house with the big arrow sign on its roof is the arcade. Visit Sue inside to play her classic Pac-Man video games. The only thing you can play for free is one maze in the Pac-Man World 2 arcade game, so you'll need to collect tokens from the various adventure levels to play her other games.

Pac-Man



One to two players can take turns munching dots in the 1980 original that started it all. Collect 10 tokens to unlock the classic.

Pac-Attack

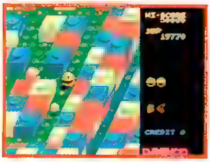


To play Pac-Man's Tetris-style puzzle game from 1993, you'll need 30 tokens. One to two players can compete simultaneously.

Jukebox

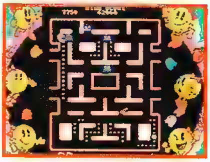
For 60 tokens, you can crank up the Jukebox and listen to any theme song from the game. The Jukebox contains 25 selections.

Pac-Mania



In 1988, Pac-Man went 3-D and learned how to jump. For 100 tokens, up to two players can take turns in the arcade update.

Ms. Pac-Man



One of the most revered games in arcade history is playable for 180 tokens. Two players can take turns playing the 1981 smash hit.

Pac-Man World 2

The adventure boasts 15 all-new 3-D mazes. Any maze you've completed in the main game will be available for replay in the arcade.

Bonus Tokens

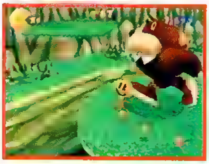
Every nonboss level contains eight tokens. To play Ms. Pac-Man or enter Pac-Village's Museum (home to behind-the-scenes goodies), you'll need to collect Bonus Tokens, too. By eating every fruit and dot in a level, you'll win one Bonus Token. You can win another by replaying the level and finishing it in record time.

Paradise Meadows

Bear Basics is the first level in Paradise Meadows, but things don't heat up until Pac-Man connects the dots and enters the second level, Canyon Chaos. From that point on, the dangers multiply.

Canyon Chaos

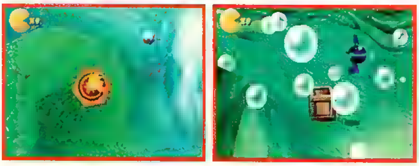
Pac-Bear



Begin the Canyon Chaos level by doing an about-face and gobbling up the cleverly hidden dots behind your starting point. Jump and munch your way across the mesas, then run circles around the Pac-Bear. Stay on the move while gobbling up the dots surrounding the beastie or the furry foe will slap you over the edge of its lair.

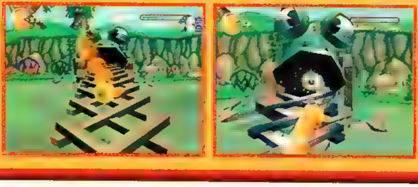
Pac-Dot Pond

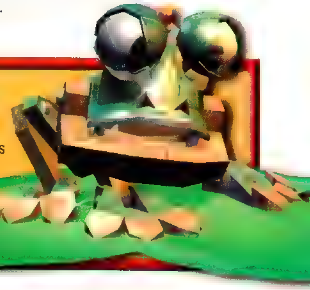
Pac-Man Overboard



After the first checkpoint, ride the floating platform to cross the pond. When you reach the green switch, perform a Butt-Bounce to activate a Pac-Dot Chain. Eventually you'll reach a switch that activates an orange switch. Trip the orange one to summon the Steel Ball power-up. By gobbling it, you'll be able to walk underwater and smash the sunken crate.

Blinky's Killer Frog



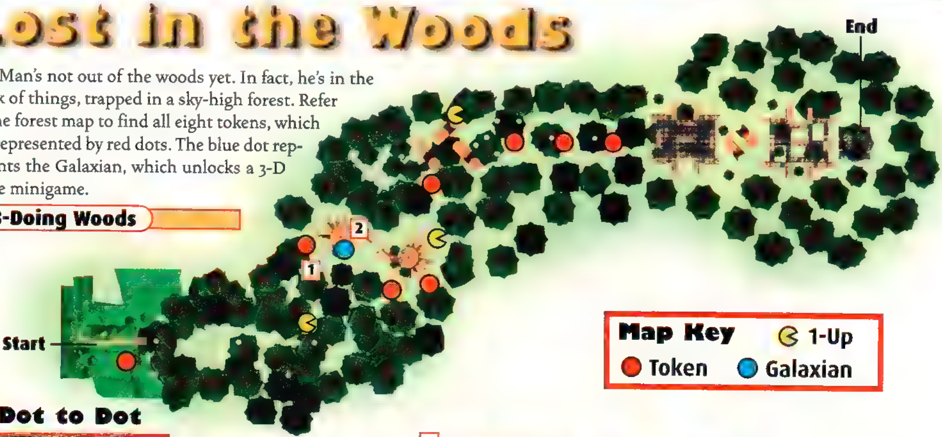


The last level of every world is a boss battle. In Blinky's showdown, the ghost will try to lick you using his robotic frog. Butt-Bounce on the frog's tongue when it lashes out. Pound it three times, then Rev-Roll across the tongue and into the frog's mouth. After ramming its throat three times, the frog will croak.

Lost in the Woods

Pac-Man's not out of the woods yet. In fact, he's in the thick of things, trapped in a sky-high forest. Refer to the forest map to find all eight tokens, which are represented by red dots. The blue dot represents the Galaxian, which unlocks a 3-D maze minigame.

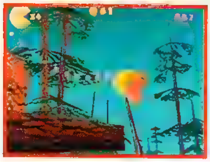
B-Doing Woods



Map Key

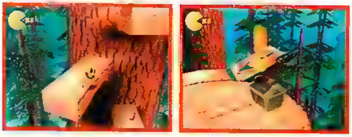
- ᗧ 1-Up
- 🔴 Token
- 🔵 Galaxian

1 Dot to Dot



After you reach the second checkpoint, climb the tree. Hit the blue switch at the top, then retrace your steps to the neighboring tree and activate its blue switch. When you hit it, a Pac-Dot Chain will appear and lead you back to the first switch.

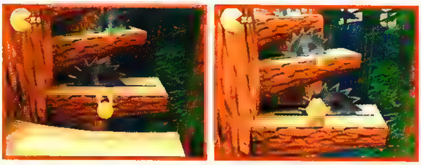
2 B-Doing Woods Maze



After you've completed step 1, Rev-Roll to the next treetop. Exterminate the beetle, then hop down the tree's branches to pick the apple that unlocks the Fruit Chest. Open it to enter a maze.

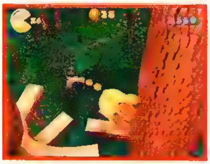
Treewood Forest

Eat My Sawdust



Buzz saws whizz back and forth across some branches in Treewood Forest. Dangle from a branch when waiting for a saw to pass. Hop onto the branch when the coast is clear.

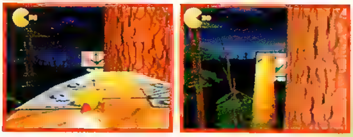
The 100-Dot Chain



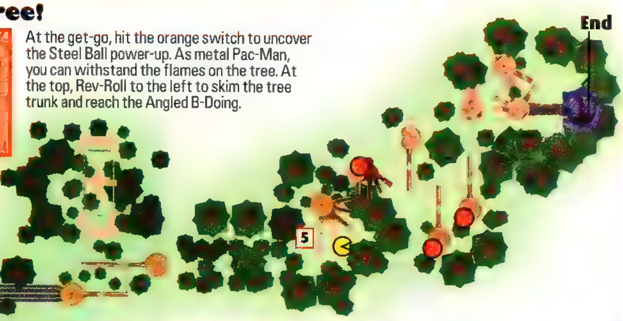
At the first checkpoint, Rev-Roll to the neighboring treetop. Hop down the branches and hit the green switch. When you return to the treetop, munch the Pac-Dot Chain that has appeared so you can reach a token.

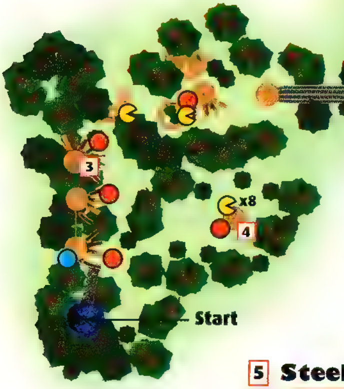
Butane Pain

3 Watch Out for That Tree!

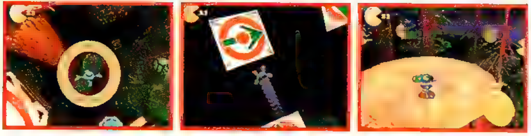


At the get-go, hit the orange switch to uncover the Steel Ball power-up. As metal Pac-Man, you can withstand the flames on the tree. At the top, Rev-Roll to the left to skim the tree trunk and reach the Angled B-Doing.



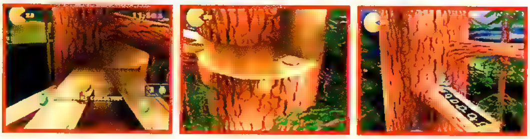


4 A Pac of Lives



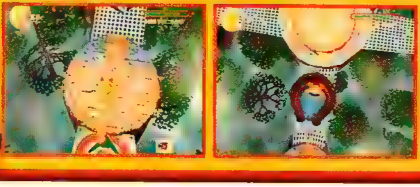
Drop through the center of the hollow tree and hit A while in midair to slam onto the Angled B-Doing below. Bounce from B-Doing to B-Doing and hit A as soon as you sail over a trampoline target to soar to the green switch. Hit it to make eight 1-ups appear.

5 Steel Ball Bearings



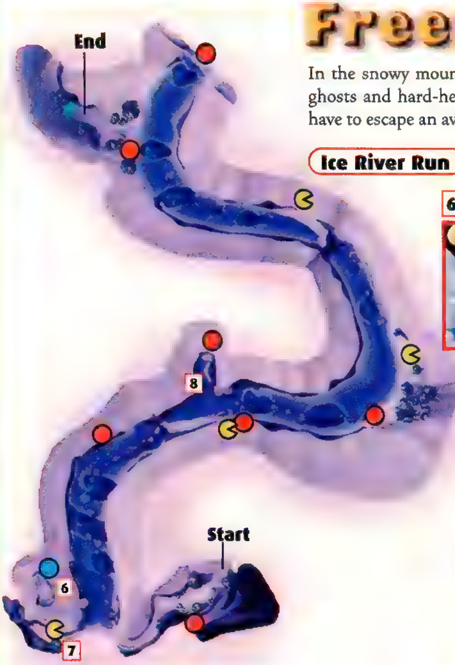
After you've crossed the three blue B-Doings and reached the tree equipped with butane burners, shimmy across the cutaway section of trunk. Hit the switch to find the Steel Ball power-up you'll need to cross the blue flames.

Inky's Blade-o-Matic



As Inky circles the treetop, dodge his buzz saw attacks and Rev-Roll off the ramps to ram his ship. Crash into it twice, then bounce off the Angled B-Doings near the surrounding treetops. When you sail directly over Inky, hit A to slam down on his cockpit window. Repeat the airborne attack, then Rev-Roll into Inky two more times to reclaim the Golden Strawberry.

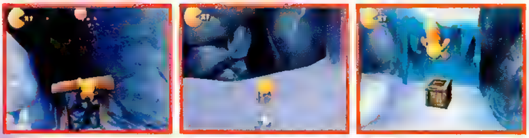
Freezing Rain



In the snowy mountain region, Pac-Man gets a chilly reception from the cold-hearted ghosts and hard-headed rams who populate the peaks. Stay light on your toes—you'll have to escape an avalanche and ice-skate over ramps and ponds.

Ice River Run

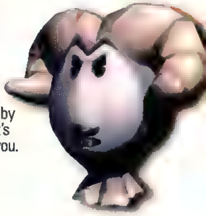
6 Ice River Run Maze



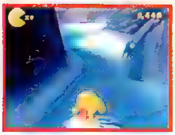
To the left of the blue ice patch is the level's second Rev-Roll Ram. Enter the nearby mine shaft by hopping on top of the wooden entry. Use the Shrink power-up over the doorway to enter the shaft and find a maze.

7 Ram the Rams

If you defeated the Rev-Roll Ram before playing the maze, it will reappear. Defeat the ram by Rev-Rolling into it while it's preparing to charge into you.



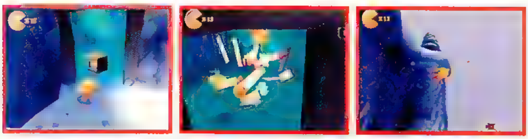
8 Strawberry Rock



Slide across the ice and hop onto the rock where the strawberry hovers. Face the crate at the end of the narrow passage and Rev-Roll to reach it. Smash open the crate to unload a Pac-Dot Chain.

Avalanche Alley

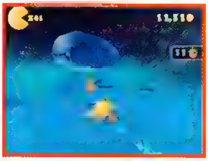
Hidden Alcove



Rev-Roll over the ramp by the wind-blowing ice statue. After jumping the gap, follow the ledge until you reach the tree growing by the left cliff wall. Drop off the ledge to enter an alcove. Grab the token and Galaxian, then chomp the Pac-Dot Chain to escape.

Blade Mountain

Ice Pac



In the ice skating level, hit A as you launch off a ramp to catch air, then tap B to flip so you can smash boxes floating overhead. Blade Mountain is an easy level to replay if you're trying to rack up extra lives.

Pinky's Revenge

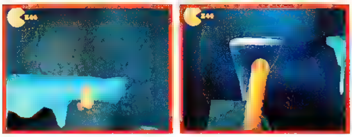
Apparently, Pinky has been secretly in love with Pac-Man. Survive her advances by playing hard to get. Ram into her ship using the Rev-Roll maneuver, and make sure that you launch off the sloped areas of the arena or your roll won't cause damage when you make contact. Repeatedly roll off the high edges to defeat Pinky and win the Golden Apple.

Tiki Tiki Rap

After trudging through Freezing Rain, Pac-Man warms up by descending into the heart of a volcano. The molten area is filled with toppling platforms and red-hot lava, so play your best to keep your cool.

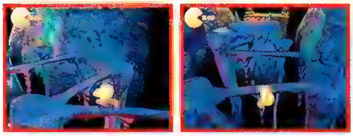
Into the Volcano

Across the Gap and Back



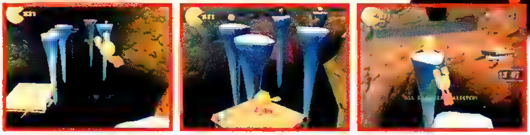
Gobble the Power Pellet then gulp up the ghosts at the beginning of the level. After your meal, walk down the slope and jump to the ledge on the left. Shimmy across, then face the starting point and Rev-Roll off the nearby ramp. Land on the mesa to snatch a token.

Watch Your Step



The narrow walkways aren't as tricky as they look. If you make a misstep, you'll catch yourself and hang from the edge. If it's easier for you, shimmy across the paths.

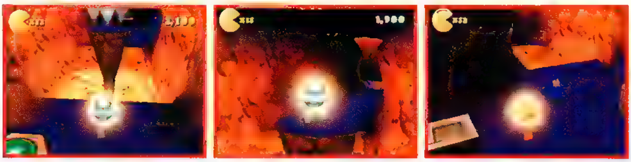
Shaky Ground



The skinny mesas are unstable, and they'll tip over when Pac-Man lands on one. Carefully navigate the mesas and floating platforms, and hang from the cliff-side ledge on the right if you have nowhere to land.

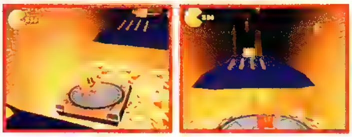
Volcanic Panic

Ghosts and Gobblin'



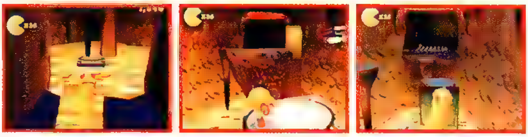
When you meet up with the first two ghosts, hit the green switch by the cliff's edge to summon two Power Pellets. Use the left pellet to eat both ghosts. After the dots and ghosts are gone, eat the second pellet then pound the orange switch. Hop onto the mesa, then jump to the next ledge to gobble a third ghost.

Rev-Roll Power



Platforms with gray, circular pads on them are Helivators. The platforms run on footpower, so stand on one while pressing and holding B to get it moving.

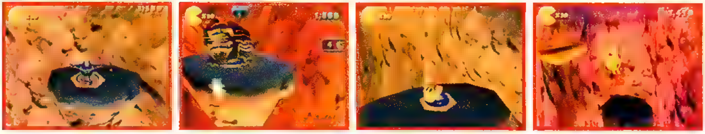
A Lotta Lava



Spin into the Rev-Roll to launch off the ramp and land on the Helivator. Run on the Helivator so it floats to the top. Jump to the mesa, then leap to the roving platform before the mesa topples. Rev-Roll off the platform when it's in front of the ramped pillar.

Magma Opus

9 Steel against Stone



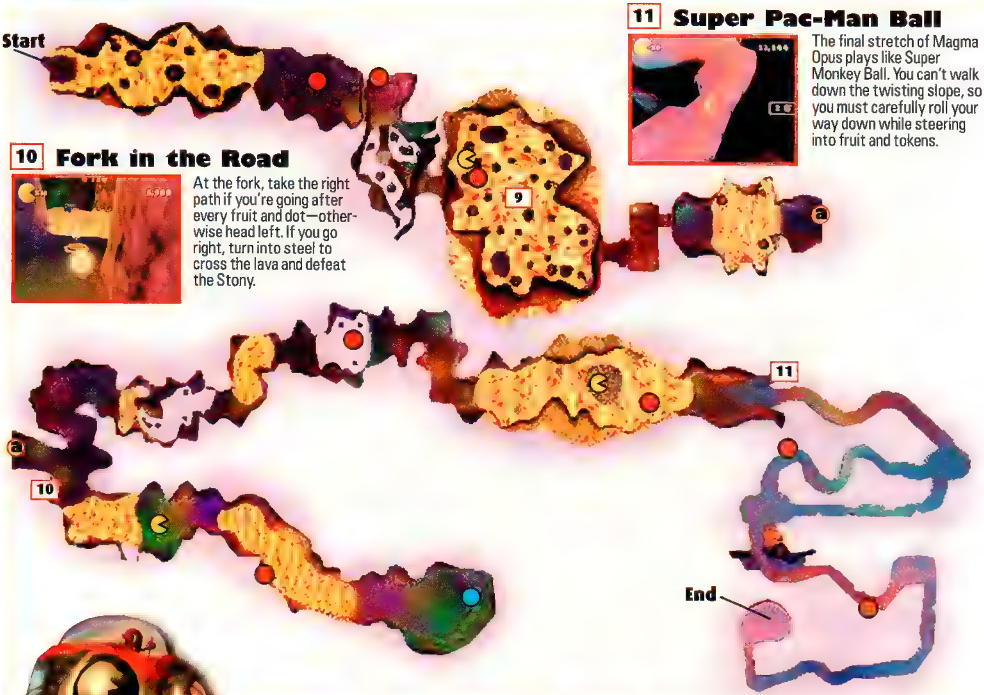
Only as a Pac-Man of steel can you defeat the molten Stony that guards the blue switch. Hop across the mesas to hit the orange switch, then use the Steel Ball power-up that appears. Attack the Stony and trip the switch at its station—you'll enable a second blue switch, which will activate a platform leading to the exit.

11 Super Pac-Man Ball

The final stretch of Magma Opus plays like Super Monkey Ball. You can't walk down the twisting slope, so you must carefully roll your way down while steering into fruit and tokens.

10 Fork in the Road

At the fork, take the right path if you're going after every fruit and dot—otherwise head left. If you go right, turn into steel to cross the lava and defeat the Stony.



Clyde in the Caldera

Clyde's mechanical monstrosity shoots fireballs that are tough to outrun. Avoid getting barbecued by dangling off the edge of the central platform. Shimmy out of range as Clyde approaches, then Rev-Roll off the ramped edges of the platform to ram him when he stops firing.

Under the Sea

The three regular levels of Under the Sea are forced-scrolling areas where Pac-Man is continuously swimming forward or surging forth in his Pac-Sub. Memorize the dot and fruit locations in the Scuba Duba, Shark Attack and Yellow Pac-Marine levels so you don't pass up any items.

Whale on a Sub

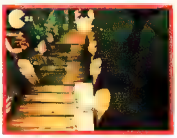
In the fourth level of Under the Sea, Pac-Man must drive the Pac-Sub and sink Spooky's flagship. The Pac-Sub can shoot only six shots at a time, so fire in controlled bursts to avoid running out of ammo. Shoot out the ship's propellers and blast its mines to deep-six the enemy vessel.

Midnight Scare

After a soggy shoot-out with Spooky's submarine, Pac-Man washes up on Ghost Island. The sixth and final world is home to Spooky, and the boggy region is swamped with treacherous wetlands, bottomless voids and skeletal swashbucklers.

Haunted Boardwalk

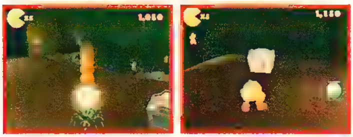
Pac-Man on Wheels



Pac-Man straps on a pair of in-line skates to cruise down the boardwalk. The skates affect how Pac-Man jumps, so familiarize yourself with their handling to avoid taking a spill. Since many sections of dock will collapse under your weight, you'll need to perfect your jumps.

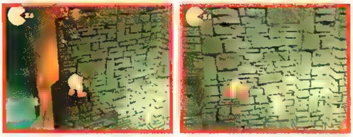
Night Crawling

Fruits of Your Labor



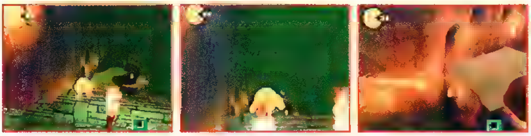
Night Crawling features a bounty of Fruit Chests to plunder. Many enemies leave behind fruit when defeated. Bash all baddies so you can unlock all chests.

Your Pac against the Wall

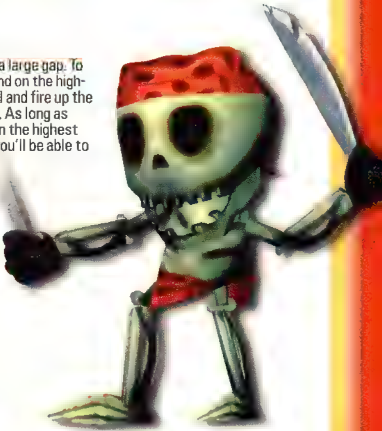


Scale the large stone wall. Small steps jut out from the wall, and you can use them to climb down. You'll find fruit on either side of the wall and a token on the far edge.

Bridging the Gap

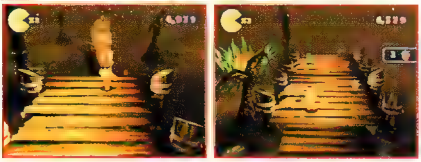


Beyond the wall is a large gap. To cross the void, stand on the highest part of the wall and fire up the Rev-Roll maneuver. As long as you're revving up on the highest point on the wall, you'll be able to clear the gap.



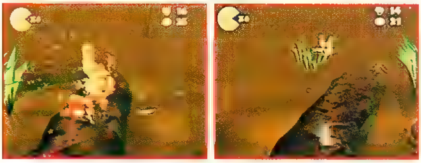
Ghost Bayou

12 What's Up, Dock?



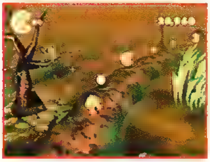
The bayou is a dizzying maze that requires you to find numerous switches and Pac-Dot Chains. The switches and chains labeled on the map on page 48 are lettered in the order in which you should use them. After Step C, you'll reach point 12, where you can load up on fruit.

13 Bone-Crushing



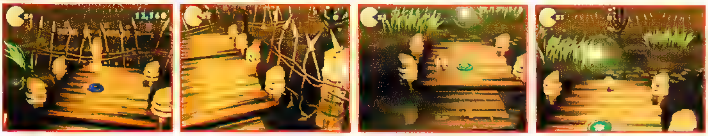
Defeat all of the skeleton warriors before your 30-second time limit runs out. Butt-Bounce across the path to rattle the skeletons and take the left path at the fork (ignore the skeletons on the right).

14 Good Stuff

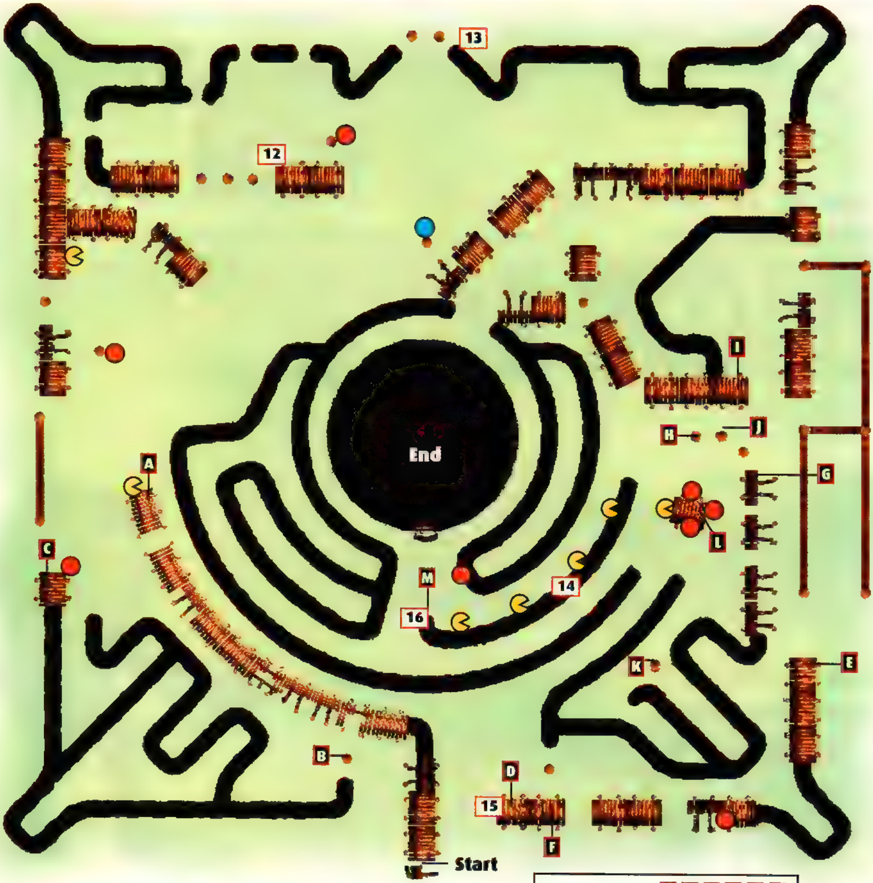


Stock up on 1-ups and fruit by leaping from the cargo net pathway to the nearby docks. Follow the jetty to point 14 on the map to find the stash of goodies.

15 Button Mashing

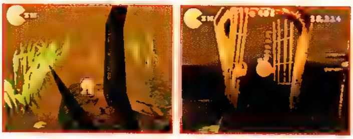


The switches enable other switches and activate Pac-Dot Chains. Go back and forth and activate every new switch you've enabled. Eventually, all your hard work will lead you to Wormwood—the evil tree in the center of the bayou.



Pac-Dot Chains: A C F H I M
Switches: B D E G J K
Pac-Dot Chain & Switch: L

16 Final Pac-Dots



The final dots you're looking for are part of the last Pac-Dot Chain. Gobble up the red dot to follow the chain to the end of the level.

Spooky Showdown

At the end of the maze, you'll finally meet up with Spooky. Use aerial kicks to lay the ghost to rest and duck behind the tree to avoid his attacks. Once you've exorcised the spirit, you'll be able to get back to playing Pac-Man and Pac-Village's other arcade classics in peace. It's like having five games in one! 🍄

MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED BY THE IRON-FISTED ***CHIEF O'LEARY***.

NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.

JOIN FORCES WITH ***NAYA*** IN THE FIRST EVER ACTION-ADVENTURE ON THE SLOPES. LOCATE ***BOMB PARTS*** AND LAUNCH ***AVALANCHE CANNONS*** TO ESCAPE THE SKI PATROL.

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SHE HAS HER WORK CUT OUT FOR HER: 45 CHALLENGES AND MISSIONS MUST BE COMPLETED BEFORE THE MYSTERIES ATOP THE SUMMIT CAN BE UNLOCKED.

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Mild Language

RADICAL ENTERTAINMENT

NINTENDO GAMECUBE

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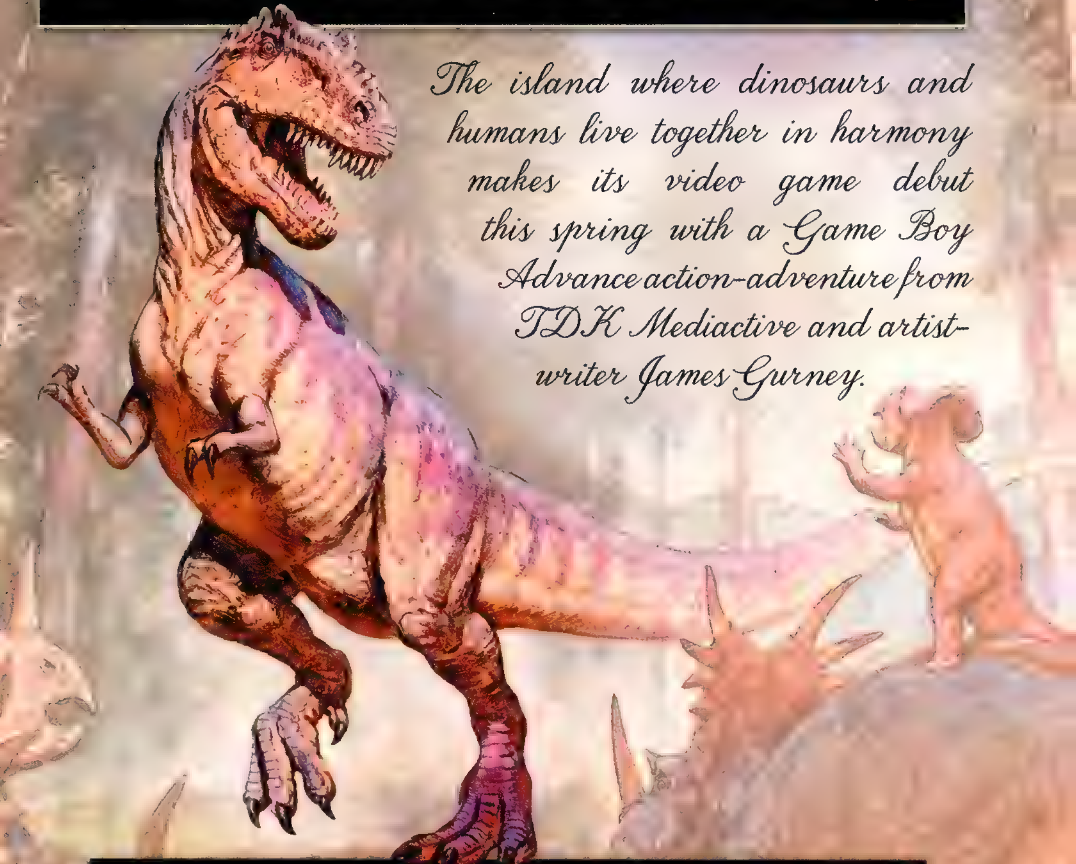
DINOTOPIA

THE TIMESTONE PIRATES



The island where dinosaurs and humans live together in harmony makes its video game debut this spring with a Game Boy Advance action-adventure from TDK Mediactive and artist-writer James Gurney.

Dinosaurs among Us

Celebrating its tenth anniversary in print this year, the Hugo award-winning *Dinotopia* book series began as a collection of paintings that depicted dinosaurs and humans living together in a timeless utopia. With its striking visual style and adventurous story, James Gurney's creation has invited millions of readers to visit a meticulously detailed world where reality and fantasy mix and mingle. Over the years, *Dinotopia* has inspired a series of trading cards, Gurney's The World of Dinosaurs stamp series for the U.S. Postal Service and a television miniseries from Hallmark Entertainment that will air on ABC in May. Now, *Dinotopia* is interactive with a Game Boy Advance side-scrolling action game that challenges you to take on a band of dinosaur egg-stealing pirates, ride on the back of a skybax, pilot the underwater vessel *Remora* and guide a hadrosaur through diamond-filled caverns. The game's hero, Clayton, and the hadrosaur, Krekor, appear in our exclusive James Gurney original pullout poster.

C-NOTE

FEATURES//:Brand New:Tri-moly left-side drive ready frame w/chromoly fork, FSA "Pig" headset, SST "Oryg" detangler, 4-piece Street bars, 180mm 3-pc. chromoly Proline cranks, chrome KMC chain, 48spoke /14mm axle Alex wheels, Redline "Freaky-V" tires, & 2 pr. pegs.

HOW FAR DO YOU WANT TO TAKE IT?

5-SPOT

FEATURES//:Brand New:Tri-moly leftside drive ready frame w/chromoly fork, SST "Oryg" detangler, 4-piece Street bars, front & rear V-brakes, chrome heavy duty KMC chain, 48spoke/14mm axle Alex wheels, Redline "Freaky-V" tires, & 2 pr. pegs.

PETTY CASH

FEATURES//: Brand New: HiTen/Chromoly frame w/chromoly fork, SST "Oryg" detangler, Blvd. bars w/flangeless grips, U-brakes, 48spoke /14mm axle Alex wheels, Redline "Freaky-V" tires, and 2 pr. pegs.

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CRASH BANDICOOT™
The HUGE Adventure

Universal Interactive's heroic marsupial comes to Game Boy Advance just in time for you to save the world from extreme shrinkage. Nintendo Power has gone on a crash diet to bring you the skinny.

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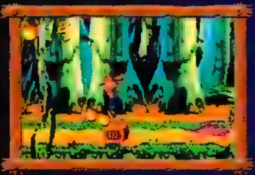
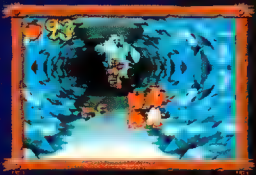
EVERYONE E CONTENT RATED BY ESRB

BANDICOOT ISSUES

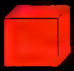
With superbad guys, it's always about size, and Dr. Neo Cortex has shrunk the planet so he can feel like a big man. But Cortex didn't bet on the huge efforts of one mutant bandicoot. Crash must collect the crystals in 20 stages to help his sister, Coco, restore the world to its proper size. He'll run, fly, stomp and spin through anything to get the job done. It's all Crash all the time in the huge adventure.





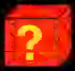
LOOT, FRUIT AND SCOOT

Crash will find useful items during his world-saving quest, stuff like the crates filled with Wumpa fruit and blowers that give you extra bounce in your bandicoot. The main items are shown below along with some of the obstacles that you'll want to avoid at all costs. Gathering fruit and extra life is good. Hitting Nitro is bad. Remember the basics—you'll save Crash a lot of pain.



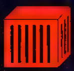
Crate

Plain crates store one fruit. You need 100 to earn a life.



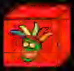
Mystery Crate

Earn multiple Wumpa fruit when you bash the crate of mystery.



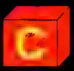
Spring Box

Repeatedly jumping on Spring Boxes will give you air and fruit.



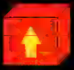
Aku Aku Crate

Crash's buddy allows you to take a hit from an enemy or Nitro.



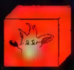
Checkpoint Crate

Save your progress in the area by stomping the Checkpoint Crate.



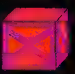
Bouncy Box

For extra height and fruit, hop on a Bouncy Box.



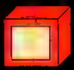
Crash Crate

An extra life is hidden inside the crates with Crash's face.



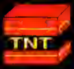
Steel Crate

Only a body slam will break open hardened Steel Crates.



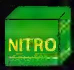
Slot Box

Hit the Slot Box when the item you want appears.



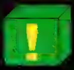
TNT Crate

Jump on the TNT Crate to begin the countdown.



Nitro Crate

If you jump on a Nitro box, Crash will be toast.



Switch Box

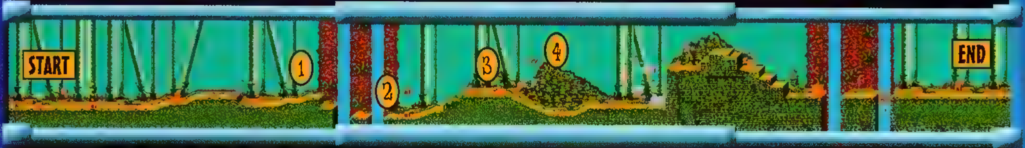
Hit the switch to activate something in the current stage.

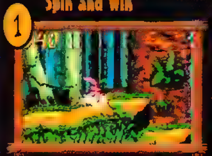
THE CRASH COURSE

You'll begin your huge adventure in the Warp Room, where you'll see five Warp Buttons. Choose any of the buttons to enter that area. If you collect the crystal from each of the five areas, you'll open up the boss stage. If you smash every box, a gem will appear in the stage, and there are colored gems hidden throughout the game, as well. Collect everything!

Jungle Jam

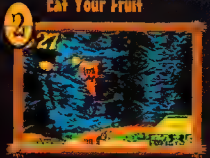
You'll begin in a simple, side-scrolling area that doesn't present many dangers. Smash the enemies by jumping on them or spinning through them. Collect all the fruit and boxes in the main stage and Bonus Area.





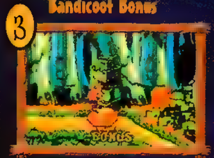
Spin and Win

The enemies shouldn't give you any problem. Eliminate them using your spin attack.



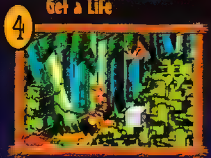
Eat Your Fruit

Continue bouncing on boxes until they break. You don't want to miss any fruit.



Bandicoot Bonus

Inside the Bonus Area, grab the 1-up and all the boxes and fruit.

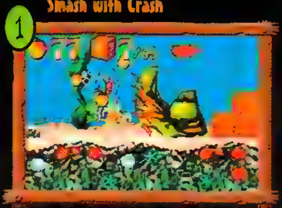


Get a Life

Don't miss the 1-up above the air vent. Jump up and grab the extra Crash Crate.

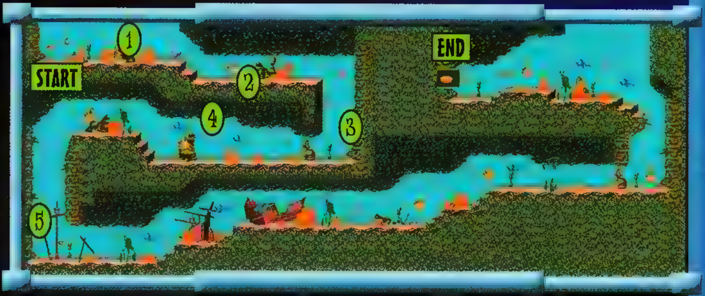
Shipwrecked

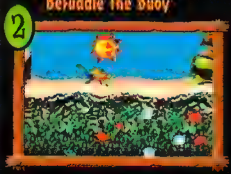
Yes, bandicoots can swim. Crash's first foray under the sea puts him nose to nose with sharks, puffer fish and plenty of sunken treasure. Your spin move becomes a charge move that thrusts Crash forward to attack enemies or smash crates.



Smash with Crash

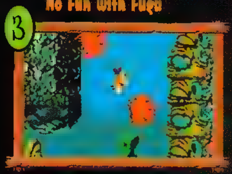
Use the B Button to smash through boxes on the ocean floor.





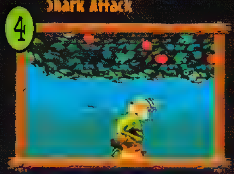
Befuddle the Buoy

The spiked buoy will follow your movement. Fake it out, then swim past it to safety.



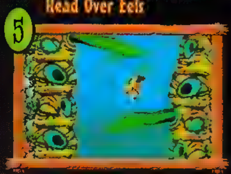
No Fun with Fugu

Prickly blowfish are no fun. Attack them only when they're small.



Shark Attack

Turn the tables on the terror of the sea and charge straight ahead with the spin attack.

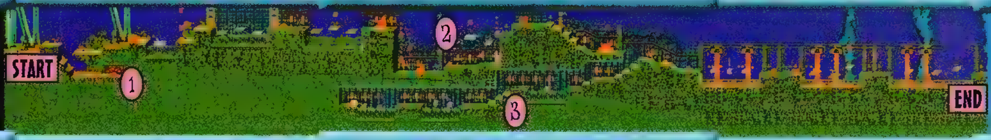


Head Over Eels

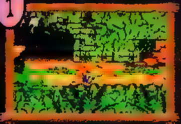
Giant eels lunge out of their holes. Attack them from above and stay away from their jaws.

Temple of Boom

The Mayan Temple holds several secrets, including a wireframe gem pad. Later in the game, you'll find colored gems. One of those gems will match the color of the pad in the Temple of Boom. Return to the temple to open a new area.

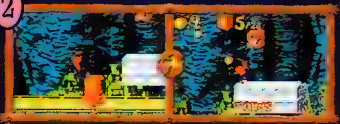


1 Slide in the Hole



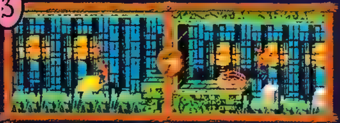
In the pit, run and push the R Button to slide into the narrow area for a 1-up.

2 Bonus Box Boosters



Hop on the top box in the Bonus Area, then bound to the platform of steel boxes. From there, it's easy to jump and smash the 1-up crate.

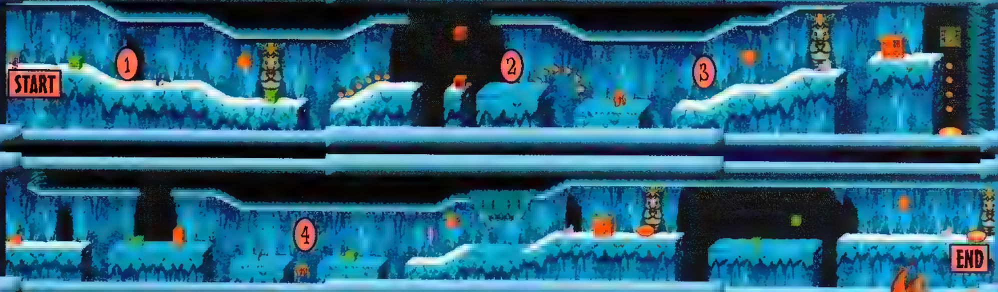
3 More Buried Secrets



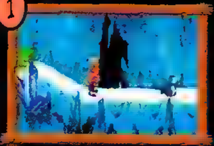
Head down and to the left to explore a subterranean area. The gem pad won't be active until you find a matching gem in a later stage.

Frostbite Cavern

Mix it up with side-scrolling and forward-scrolling action in the first ice stage of the game. Watch out for slick blue ice. You can use Crash's spin move to stop even on the ice. You'll find lots of Nitro in inconvenient locations.

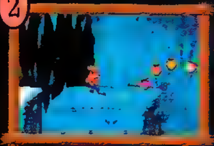


1 Penguin Patrol



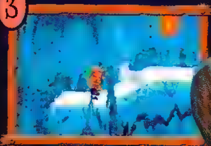
The perils of meeting penguins are very real. Spin or stomp them on sight.

2 Icy Ground



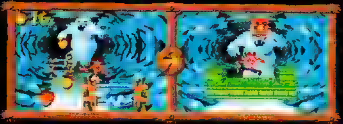
Stop to get solid footing before making tricky jumps from a slick platform.

3 Seal Slalom



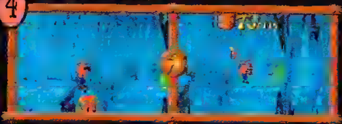
The seals keep coming until you reach the Mystery Crate. Give them the old spin attack.

Jumpin' Bandicoots



The yeti behind you will be the least of your worries. Jump over the dangerous obstacles, such as the Nitro and electrical fences.

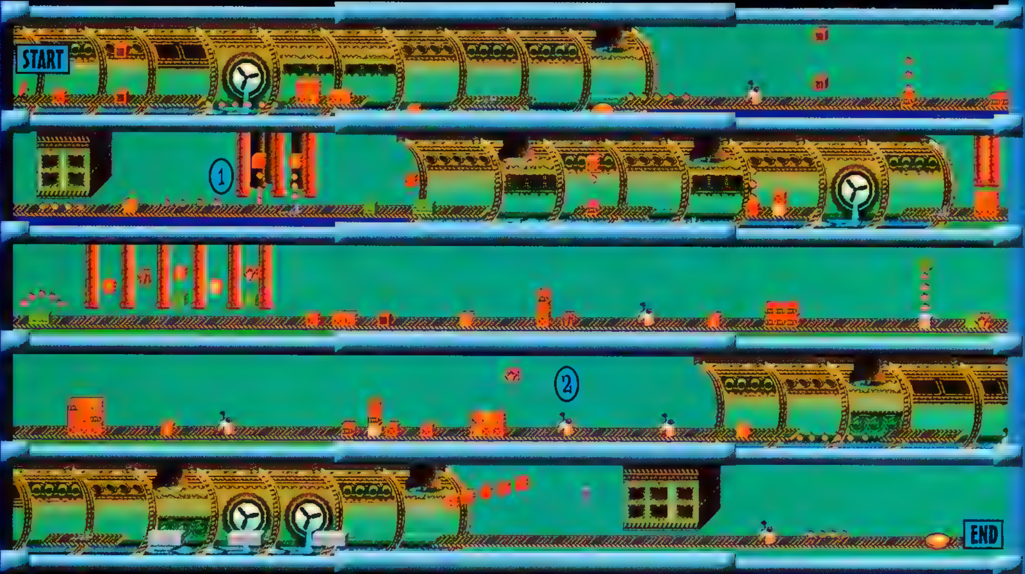
4 Aku to the Rescue



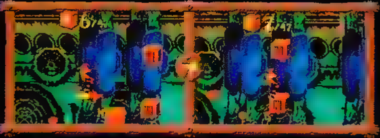
Jump on the Aku Crate, then hop over to the ledge on the right. If you slide into the Nitro, Aku will save your skin.

Just in Slime

Crash doesn't mind getting dirty for a good cause like saving the Earth. In the sewer stage, you'll find new enemies, such as mice and robotic sewer workers. You'll also have to crawl or slide past obstacles as often as you'll jump past them.

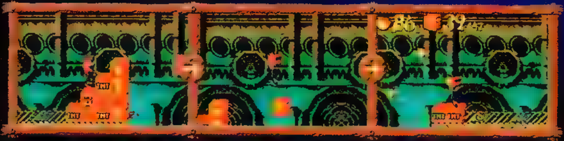


Bonus Busters



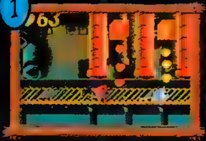
Use the boxes in the air as stepping-stones to collect everything in the Bonus Area.

An Explosive Bonus Experience



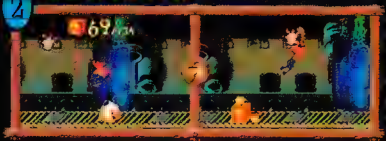
When you hop on a box of TNT, you'll have three seconds to get out of the immediate area. Use the TNT boxes in the stack to jump over the stack in the Bonus Area.

① Mousetrap



Crawl or slide under the pipes, then wait for the mouse to wander back toward Crash. Use your spin attack to end the vermin problem. Don't forget to grab the fruit.

② Clean Up with a 1-Up

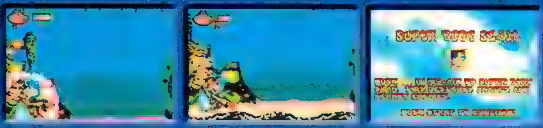


If you accidentally smash all the boxes before going for the 1-up, you can get extra height by jumping off the head of the cleaning robot.

DINGODILE

Avoid the stalactites that fall from the ceiling and wait until one of them drops on Dingodile. When it does, the shield will drop. That will be your moment to attack. You'll need three successful attacks to bring the boss to his knees.

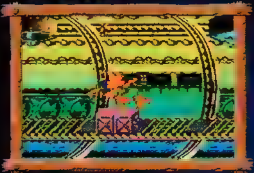
Defeat Dingodile and Get the Super Body Slam



HUGE MOVES

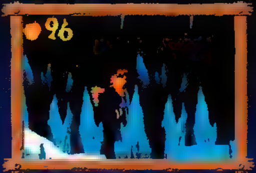
Every time you defeat a level boss, you'll learn a new move that will give Crash an extra edge. The first three power moves are shown below, and two more are available later.

Super Body Slam



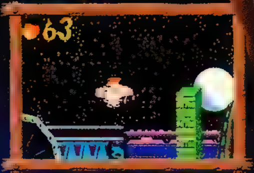
Smash Steel Crates or entire stacks with the Super Body Slam.

Double Jump



When you reach the top of the first jump, push the A Button again to jump even higher.

Tornado Spin



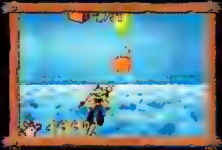
Hit the B Button twice to activate the long-lasting Tornado Spin. Use it for extra distance when jumping.

BIG AIR BANDICOOT

Crash must cruise through four worlds with five stages and a boss waiting for him in each world. That means you've got three more huge worlds to cover on your own. The variety really picks up as you move on, with Crash taking to the skies and even heading out into space for some out-of-this-world action. The challenge gets supercrazy the farther you go.

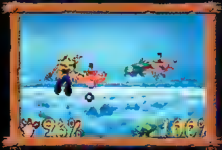
Flying through the Air

Floating Crates



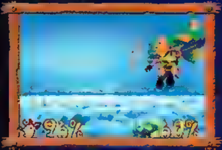
Fly straight into the crates that are suspended beneath balloons to get valuable items.

Aerial Assault



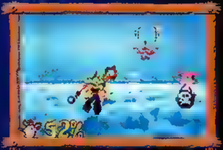
Biplanes attack, firing missiles as they approach. Dodge and return their fire.

Bad Blimps



Aim for the target on the blimp while avoiding the missiles it fires at you. Go in at full health.

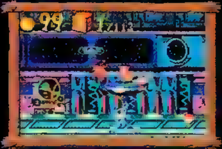
Zipper Zones



Fly between the bracketlike sides of the zipper to get a boost of speed.

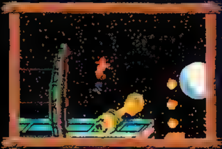
Up in Outer Space

It's not Rocket Science



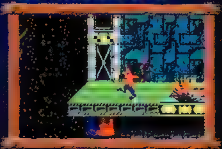
Bad guys in flying saucers don't like it when Crash bops them with a double jump.

Leap the Laser



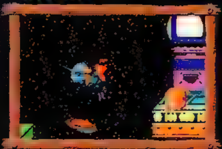
Lasers cut through bandicoot like a knife through butter. Jump over the hot barriers.

Don't Treadmill on Me



The treadmills will carry you toward danger. Keep moving and time your jumps carefully.

Tippy Trip



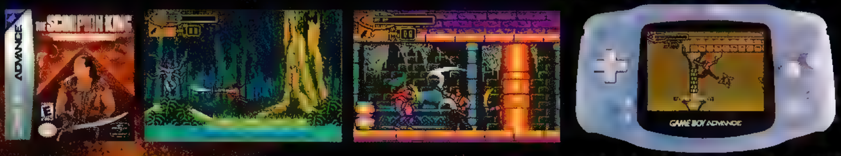
Some platforms periodically turn on end. Time your jumps to avoid getting dumped.

CRASH LANDING

Your huge adventure has just begun. You have another three worlds to go, and after that, you can challenge every stage in the Time Trial Mode and collect relics. If you find every gem, relic and crystal in the game, you'll open up a special level and earn the second, true ending. You can even swap save files with other Crash players. If you like action, give Crash a spin.

THE KING HAS JUST BEGUN TO FIGHT.

In this all-new adventure you're the Scorpion King on a quest to retrieve the fabled Sword of Osiris. And you'll be facing your toughest challenges yet. With cool moves like the Scimitar Toss and Ceiling Grab, you'll be kicking butt through six worlds of classic side-scrolling action. So get ready.



THE SCORPION KING™
SWORD OF OSIRIS

scorpionkinggames.com

EVERYONE
E
Violence
CONTENT RATED BY ESRB

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GAME BOY ADVANCE

WayForward

Go to the-scorpion-king.com for more information on the movie.

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THE NEXT-GEN ATTITUDE FROM MIDWAY®

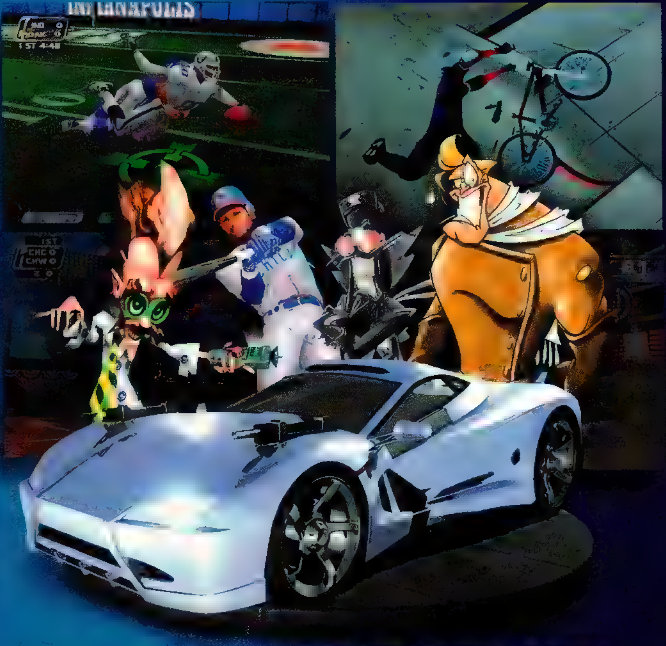
Ever since the Golden Age of video games, Midway's crammed arcades with legendary hits. Now that it's out of the coin-op biz, Midway's big brainpower is fueling Nintendo GameCube games.

A MAJOR PLAYER SINCE THE '70S, MIDWAY'S REINVENTED ITSELF—AND ITS GAMES.

Midway staked out early turf in the video game industry by releasing many of the titles that are legendary today. SpyHunter. Robotron. Joust. And during the '90s, when the market grew up for a new generation, Midway burned even more arcade classics into pop-culture consciousness, resurrecting Gauntlet for a new generation and unleashing the Mortal Kombat series upon the earth.

For its third decade on the video game vanguard, Midway's pulled off a daring metamorphosis, moving entirely out of arcade coin-op and investing its creative power in next-gen home video games.

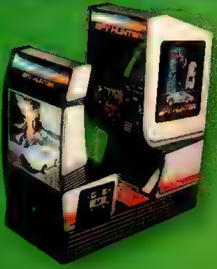
From totally reengineering the classic SpyHunter for Nintendo GameCube—and Game Boy Advance—to creating brand-new characters who might stand at the heart of new franchises, Midway has quite a few high-tech tricks up its sleeve. Hang on for a quick spin through six promising Midway titles that are making their Nintendo debut in coming months.



At front and center: Dr. Muto, starring in his own game; Sammy Sosa from MLB Slugfest 20-03; Pilot X and Johnny Turbine from Freaky Flyers; and the G-6155 Interceptor from SpyHunter.

SPYHUNTER DOSSIER

Nobody did it better—how'd an anonymous spy go Golden Age? Aside from slapping the spy's mug on the coin-op's paneling, Midway didn't give away diddly-squat about SpyHunter's undercover driver. All the better for players to get to know the tricked-out high-tech car for themselves. Like a lot of quarter-guzzling coin-ops of the day, SpyHunter had a simple, engaging concept. A quick history shows how the 1983 racer outran the competition.



SpyHunter came in an upright model with a steering wheel, two-gear shifter [illegible] eration pedal. [illegible] sit-down version—t[illegible] made it even cooler.

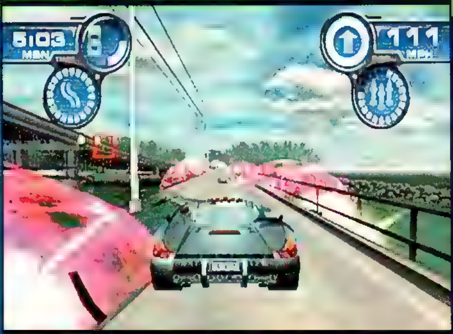
SPYHUNTER

Nostalgia fuels the design only halfway. The rest's pure vision.

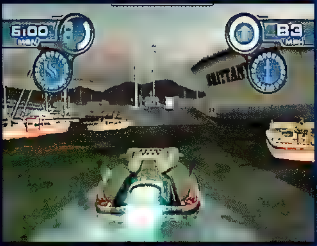
Midway knows that its arcade game has an older generation of fans who think highly of the coin-op classic. And with good reason—check out our SpyHunter Dossier below. Any remake had to live up to the original, but a next-gen remake couldn't just be a meager detail job.

The upcoming version of SpyHunter for Nintendo GameCube has all the essentials. Most of all, it still stars the supercool spy car that transforms into a speedboat, though now the Interceptor changes into four vehicles, not just two. And it's still bent on hard-driving action that never makes a pit stop, except to pull into the awesome weapons van for a new spy gadget.

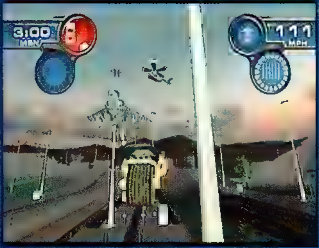
Its music has also gotten a major overhaul. The theme from Peter Gunn has now been heavily retooled by metal/hip-hop band Saliva.



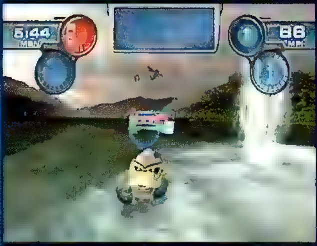
New horizons: The Interceptor is a sleek ride that stays close to the road when it's not veering off gutted roads to avoid high-tech evil.



Whenever you splat the Interceptor onto water, it instantly transforms into a deadly speedboat.



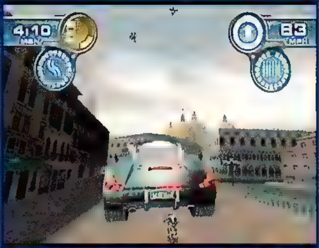
When the spy car suffers lots of damage, it transforms into the faster road cycle.



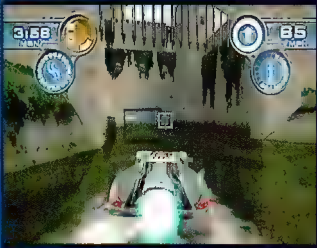
Likewise, it morphs into an H2O-cycle. Driving into the Weapons boat (or van) bulks it up again.

Cruising Canals and Autobahns

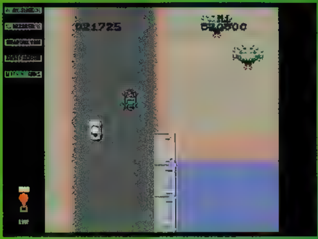
The 1983 game raced a beeline straight up through similar courses; the 2002 title spans 14 different missions set in a handful of countries. There's an actual story line this time, too, as an international madman is intent on taking over the world. Fortunately, you won't need to bone up on your German or Italian as you foil him in foreign lands. The fender-bending Interceptor does all the talking you'll need to survive the streets.



Venice puts the morphing Interceptor to the test with all of its tight streets and watery canals.



Sightseeing is a necessity in Dover, England, where a castle hides the thickening plot.



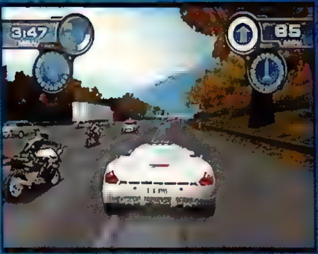
SpyHunter was totally addictive. Players controlled the G-6155 Interceptor, a spy vehicle that started as a car equipped with machine guns and could pick up extra weapons: smoke screens, oil slicks and missiles. Players could even drive the auto into the water to transform it into a speedboat. On land and in water, enemies were ruthless and innocent drivers always got in the way.

In 1987, SpyHunter infiltrated the Nintendo universe as a title for the NES.

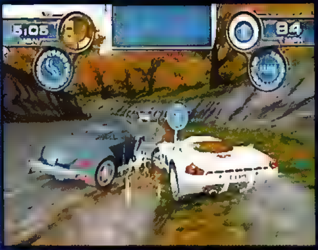
In 1992, the concept made another NES comeback as the more intense Super SpyHunter.

More Weapons, More Targets!

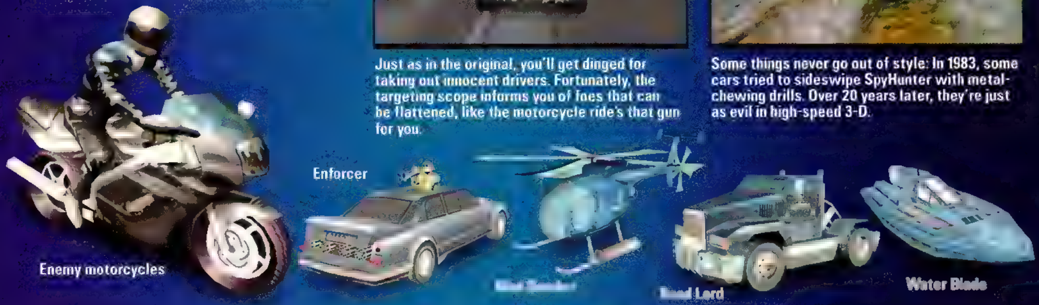
With three types of machine guns, three kinds of missiles and a few other tricks added to the original's smoke screens and oil slicks, the new SpyHunter packs major heat under the hood. With all that ammo, it's a good thing there are lots more street-and-fleet enemies to beat.



Just as in the original, you'll get dinged for taking out innocent drivers. Fortunately, the targeting scope informs you of foes that can be flattened, like the motorcycle ride's that gun for you.

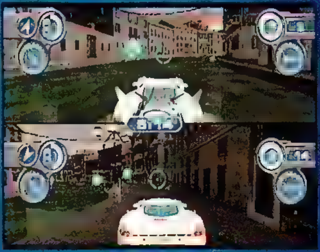


Some things never go out of style: In 1983, some cars tried to sideswipe SpyHunter with metal-chewing drills. Over 20 years later, they're just as evil in high-speed 3-D.

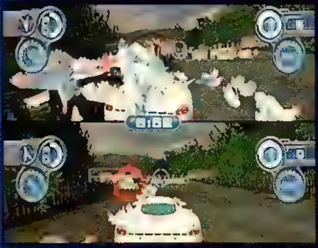


Too Cool for One Player

The multiplayer mode offers three two-player challenges that pit Interceptor against Interceptor in various foreign countries. One game awards victory to the spy who rockets through the course and finishes first. The other two challenges focus on item collection. It doesn't matter who crosses the finish line first in Globe Trotter and Chicken Hunter—just who scores the most along the way.



In Globe Trotter, players race to collect the most satellite-positioning trackers.



Chicken Hunter goes off the deep end: The player to fry the most fowl wins spy superstatus.

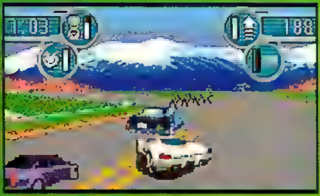
Countdown to Spy Revival

With its nostalgia factor and next-gen inspiration, not to mention a truck packed to the rafters with cool gadgets, SpyHunter is shaping up to be a high-octane experience on the Nintendo GameCube. We were nuts for the 1983 original, and this one's proving worthy of our next-gen obsession. Prepared to combat a madman and save the world from destruction—in style?

SPYHUNTER FOR GBA

Second Version for Nintendo?

Midway could have simply released the old version of SpyHunter on the Game Boy Advance and made fans of the classics happy. But Midway's going way above and beyond the call of duty with its upcoming handheld version of the game, which challenges the golden oldie and looks to the next-gen version for inspiration. Just as in the Nintendo GameCube game, you'll drive the ever-morphing Interceptor through many countries as it plows through courses crammed with truly bad drivers.

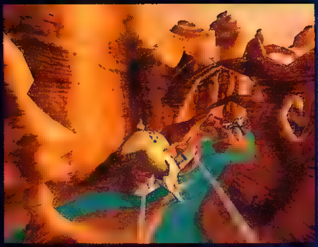


The Interceptor steers and veers through mountainous regions while fending off enemies.

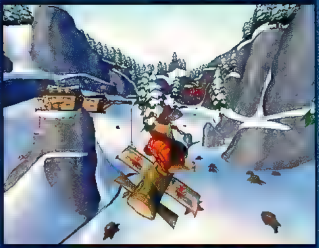
FREAKY FLYERS

High Altitude, Loony Attitude

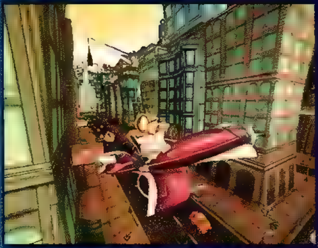
Cel Damage may have cracked open the door to Saturday morning cartoon chaos in video games, but Freaky Flyers is barnstorming the cel-shaded genre in a way that's going to make heads spin. Freaky Flyers will contain lots of pilots with highly developed characters, each of whom has a bizarre plane that fits like a glove. The action-adventure title will have three modes of game play: Adventure, Dog Fight and Stunt Modes. The Adventure game alone contains 10 huge levels that span a nightmarish graveyard, a vile tropical island, snowy Yukon territory and lots more. With its irreverent sense of humor, Freaky Flyers could soar to a new high in cel-shaded hilarity.



Johnny Turbine's just one of many unique characters with equally unique modes of flight.



Freaky Flyers soars on its sense of humor: Andre LaToillete flies his squirrel-powered log plane.

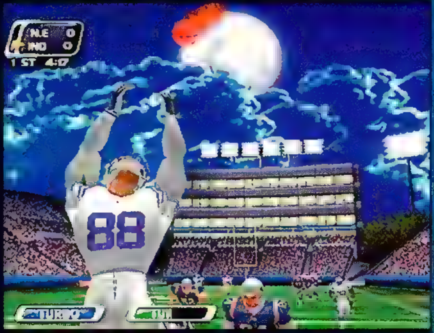


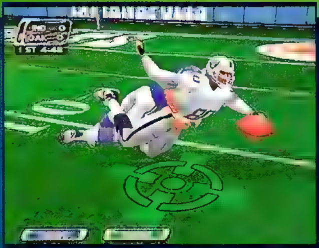
Levels look vast. Crime boss Paulie Atchi patrols the mean streets of Gangstertown.

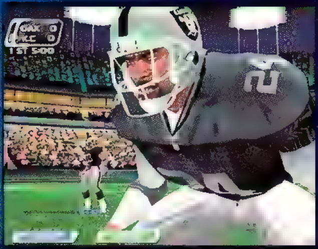
NFL BLITZ 20-02

Blitz Bulks Up for the GCN

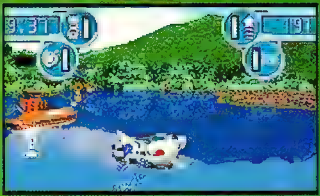
It's looking darn pretty. NFL Blitz was built for speed on the N64. And now the adrenaline-style sports title is coming equipped with awesome detail, from the players to stadiums. More than 1,500 new action animations exploit the kind of high-flying catches and bone-smashing sacks that Blitz has built its reputation on, and from what we've seen so far, it's looking more outrageous than ever. All your fave players from the latest NFL rosters show up for the mayhem, and Blitz uses next-gen graphics to get up close and brutal.



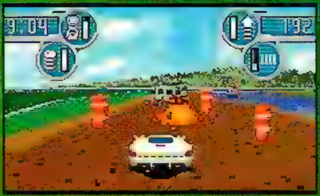




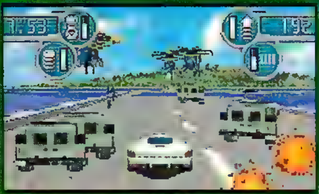
NFL Blitz 20-02 loads jaw-dropping graphics and the latest rosters into its proven formula for bomb-dropping, player-smashing fun.



Just as powerful on the GBA, the Interceptor morphs into a speedboat when it hits H2O.



Inspired by the Nintendo GameCube version, SpyHunter packs in similar explosive threats.

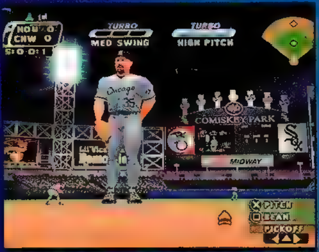


Traffic jam goes aggro! The Interceptor must eliminate flying foes and street scum.

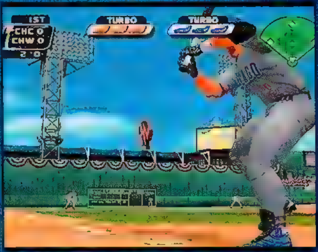
MLB Slugfest 20-03

Nine Innings of Adrenaline

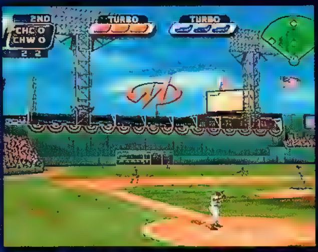
The folks who supercharged football into the NFL Blitz spectacle are cranking baseball out of the sim infield and into the stands of outrageousness. Drawing upon official team rosters, MLB Slugfest 20-03 will drag players into a game that features a fast-action batter/pitcher interface and all the leaps, dives, deadly line-drives and other madness that you'd expect from a Midway blitz on baseball. The game will feature all the latest MLB players—with their detailed faces, uniforms and unique statistics—as well as all MLB baseball stadiums. A new game engine has been developed to pump up baseball's physics, and various weather conditions like rain, fog and snow could help make MLB Slugfest 20-03 America's most dangerous past time.



The Pitcher Interface allows players to select a respectable pitch—or bean the batter.



Fueling batters with turbo-charges could result in the stuff that sports legends are made of.

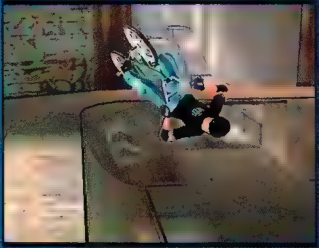


Going the next-gen distance, MLB Slugfest 20-03 features extensive real-stadium design.

Gravity Games Bike: Street. Vert. Dirt.

Xtreme Fest Goes Next-Gen

As the Gravity Games heads into its fourth sports extravaganza in 2002, with competitions that range from street luge to skateboarding, the freestyle biking chunk of the games steers toward its video game debut on Midway's upcoming title. Over 400 motion-captured moves propel the rider animations, and a trick and combo system contains more than 1,400 dirt and vert tricks, including Front Flip, Decade Air, No Footed Candy Bar, Bloody Booger and other colorfully titled stunts. Players can choose from 21 riders, including seven top pros, then ride them in more than 10 wide-open freestyle environments, all crammed with the kind of wicked nooks, crannies and halfpipes that are perfect for racking up points. Two-player competitions include lots of modes, such as Graffiti, Race, Horse, Team Attack and Follow the Leader—which should give the biking title the wheels to go the distance.



Midway through the Year

Looking to Summer and Beyond

By the end of the year, we should see even more from Midway, including its super-secret project, Dr. Muto. The action platformer stars a mad doc who's bringing his decimated homeworld back to life by harvesting DNA from other worlds—which he can also use to transform into hybrid creatures such as the swinging Muto-Gorilla. You adrenaline junkies feeling left out? There's lots more coming up, with Red Card Soccer, NBA Ballers and 2003 season updates of NBA Blitz and NHL Hitz on Nintendo GameCube.

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ZONE OF THE ENDERS™
THE FIST OF MARS

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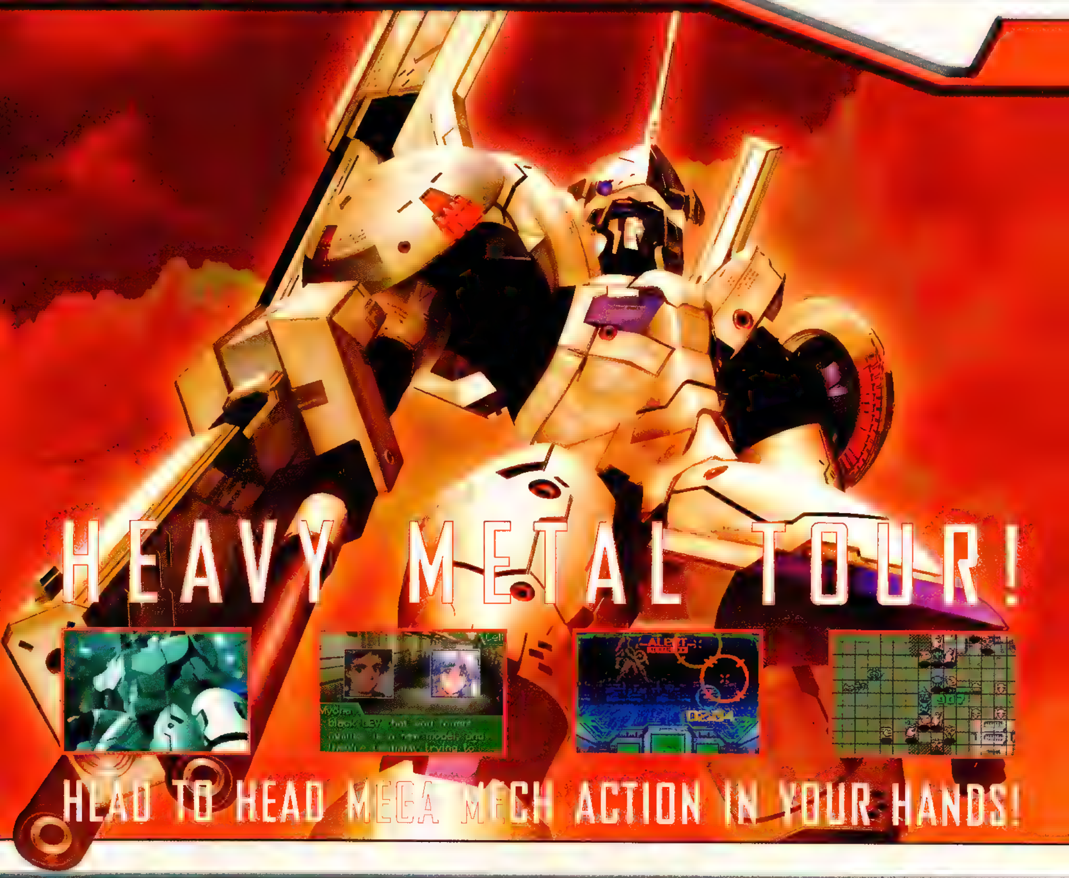
HEAVY METAL TOUR!
HEAD TO HEAD MEGA MECH ACTION IN YOUR HANDS!

SIGN UP FOR A FUTURISTIC TOUR OF DUTY AS WAR RAGES ON THE COLONIES OF MARS. ASSUME TACTICAL COMMAND OF AN ARMY OF MECHS, ENHANCE THEIR ABILITIES AND WEAPONS, THEN GUIDE THEM INTO BATTLE. SAVING THE SPACE COLONY IS NOW IN YOUR HANDS...

EVERYONE
E
CONTENT RATED BY
ESRB
Violence

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SLAM
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EXTREME SOCCER

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NINTENDO GAMECUBE

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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Our players are different.
SEGA

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

TONY HAWK'S PRO SKATER 3 CHARACTER UNLOCK CODE!—PAGE 72

There are no April Fools jokes in our CI lineup this month—not even an appearance from the Code Cretin. All you get is killer codes and winning strategies. We'll start a journey through the 30-day cycle of Pikmin this month and follow up on last month's discovery of Smash Bros. secrets.

CRAZY TAXI GCN
DAVE MIRRA FREESTYLE BMX 2 GCN
NBA STREET GCN
PIKMIN GCN
THE SIMPSONS: ROAD RAGE GCN
STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN
SUPER MARIO WORLD: SUPER MARIO ADVANCE 2 GBA
SUPER SMASH BROS. MELEE GCN
TONY HAWK'S PRO SKATER 3 GCN

STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN

DOUBLE STUFF

CODES

OPEN UP A COLLECTION OF USEFUL FEATURES, UNLOCKED MISSIONS AND SHIPS USING A SPECIAL DOUBLE PASSCODE ENTRY SYSTEM.

The developers at Factor 5 and LucasArts are a tricky lot. To ensure that players will be less likely to stumble on the best passcodes by randomly entering characters, they've created a double passcode entry system. You'll find the Passcode section under the Options menu. After you enter the characters of the first passcode in a pair, the game will respond with a sound that usually indicates passcode failure. Enter the second passcode to hear the telltale chirp from R2-D2 that indicates passcode entry success. We've learned seven double passcodes, and we suspect that there are more to come. The passcode pair that unlocks all tech upgrades is a Nintendo Power exclusive.

SHIP MANAGEMENT

Our first code combination instantly gives you access to every Tech Upgrade, offering advanced shields and advanced targeting computers to every Rebel ship that you pilot, along with the most advanced version of the ship's secondary weapon. The second pair of codes gives you infinite chances to survive your mission. You'll never see the "Game Over" message again.

PASSCODES	RESULT
AYZB!RCL WRKFORIT	EARN ALL TECH UPGRADES NP EXCLUSIVE
JPVI?IJC RSBFNRL	EARN INFINITE LIVES

UNLOCK MISSIONS

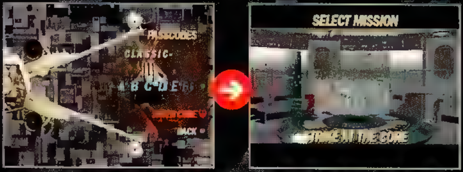
The main game story covers 10 missions. You can unlock them all at once with a passcode pair. Death Star Escape is the first of five bonus missions. After you unlock it, you'll find it above the Death Star Attack mission on the mission selection screen.

PASSCODES	RESULT
!??QWTTJ CLASSIC	UNLOCK ALL 10 MAIN MISSIONS
PYST?000 DUCKSHOT	UNLOCK THE DEATH STAR ESCAPE BONUS MISSION

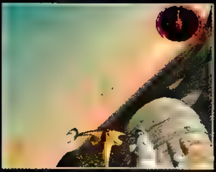
UNLOCK SHIPS

In February, we described the hard way to unlock the swift Naboo Starfighter. Now we know that you can add the ship to your fleet with a couple of passcodes. The three ships that you can unlock with the passcodes shown below appear as available fighters in the following missions: Ison Corridor Ambush, Razor Rendezvous, Vengeance on Kothlis, Raid on Bespin and Battle of Endor. You can also pilot the *Millennium Falcon* in the Death Star Escape mission.

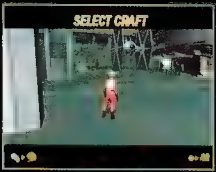
PASSCODES	RESULT
CDYXF!?Q ASEPONE!	NABOO STARFIGHTER
MVPQIU?A OH!BUDDY	*MILLENNIUM FALCON*
ZT?!RGBA DISPSBLE	TIE FIGHTER



Enter the first passcode of a pair and activate the "Enter Code" selection. Then enter the second code. When the second code is in, the game will respond with a reassuring chirp from R2-D2.



The Naboo Starfighter is a speedy ship with incredible maneuverability.



You'll find the TIE fighter in a hangar alcove behind the *Millennium Falcon*.

SUPER MARIO WORLD: SUPER MARIO ADVANCE 2 GBA

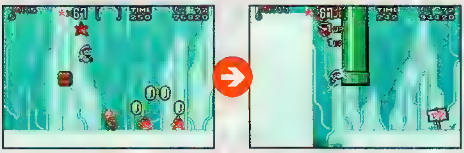
1-UP WONDERS STRATEGIES

EARN A LONG LINE OF 1-UPS IN THREE EARLY AREAS.

The examples below show three ways to turn long successions of enemies into thousands of bonus points and dozens of 1-Ups. When you are on a roll, keep collecting and add to your reserve.

DONUT SECRET 2

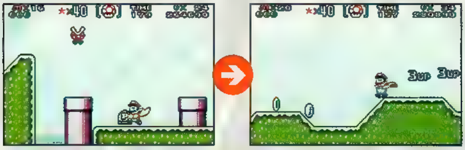
Early in your adventure through Donut Secret 2, you'll unleash a Starman at the top of a vine. Collect the invincibility-granting item and run. If you're invincible when you reach the closing section of the course, you'll be able to produce another Starman from a block. Collect it and plow through a long line of enemies. At first you'll get increasingly large point rewards for wiping out the enemies, then you'll earn 1-Ups.



Grab the Starman near the beginning of the course, then recharge your invincibility near the end. When you plow through a long line of Koopa Paratroopas, you'll earn lots of points, then lots of 1-Ups.

VANILLA SECRET 2

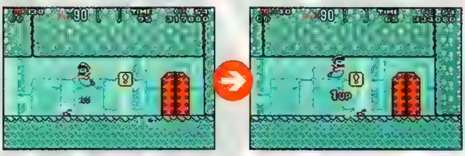
You'll find a gray P-Switch in a block that hovers over a Bony Beetle pit. Grab the switch, backtrack to an area between two purple pipes and drop it. When you hit the switch, all enemies will turn into gray coins for a few moments. Run to the left with super speed. You'll collect a long line of coins that will first net you points, then 1-Ups.



Carry the gray P-Switch back to the area between the pipes, then hit the switch and run to the left. You'll collect coins for points, then 1-Ups.

VANILLA FORTRESS

When you reach the door to the final chamber, you'll find a couple of regenerating Bony Beetles. Tread water and stomp the beetles as many times as you can without touching the ground. After several consecutive smashes, you'll begin to earn 1-Ups.



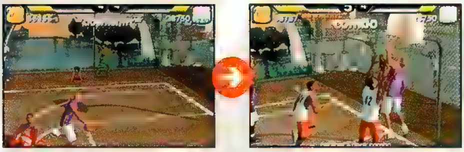
Float near the door of the final chamber and stomp Bony Beetles when they approach. Successive hits will earn you points, then 1-Ups.

NBA STREET GCN

BIG BREAK STRATEGIES

CHARGE TO VICTORY AND TONS OF TRICK POINTS WITH AGGRESSIVE PLAY.

One of the keys to earning hookups in EA Sports Big's street ball sensation is to earn trick points. While fancy crossover moves in a half-court offense are effective for building points, you'll discover that you can earn as many points, or more, with a powerful transition game. As soon as you get the ball, pass it up the court, then pass it again. Most of the time, you'll put it in the hands of a forward or center with one guy to beat on your way to the hole. Press and hold one or two of the turbo buttons, then charge into the defender and press the X or Y Button at the same time. If you get a good square hit, you'll knock the defender over with a charging fakeout and clear the lane for a monster dunk. The combination of the moves will earn you thousands of trick points and contribute substantially to your Gamebreaker meter. Once you have a full Gamebreaker meter, you may be tempted to shoot a long-distance shot, since it would mean a two-point score for your team and a two-point drop for your opponent's team, but you'll stand to earn more trick points if you pull off a crossover or fakeout in combination with a Gamebreaker dunk.



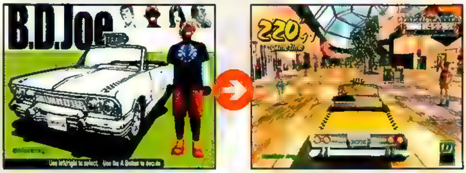
Serve it up big in transition. Use two passes to get the rock to your forward player, then use a turbo-charged fakeout and dunk for big points.

CRAZY TAXI GCN

CRAZY TAXI SHUFFLE CODE

CHANGE YOUR STARTING LOCATION AND THE FARE ROUTES WITH A CODE.

After a few runs on the Crazy Taxi circuit, you get to know the fares and their destinations. While that information may help you shave seconds off your driving times, it can also make the game predictable. You can change your starting location and the customer locations with a code. On the driver selection screen press the R Button once, then press R again and hold it as you choose your driver and press A to begin. When the action starts, the message "Another Day" will appear on the screen and all location assignments will be shuffled.



Press and release the R Button, then press and hold R as you select your driver and start the game. You'll begin in Another Day.

▼ AWARDS CEREMONY

FILL YOUR TROPHY CASE WITH SEVERAL HARD-TO-GET AWARDS.

The Super Smash Bros. Melee trophy cup runneth over. You can't help but go away with an armload of awards after a few good sessions. But some trophies are hard to come by. The following trophy collection techniques are broken down by type. You'll have to unlock All-Star Mode to collect some of the trophies. You can do that by unlocking every fighter. Go forth, battle and collect.

VS. MODE PARTICIPATION

One of the best ways to unlock characters, open hidden stages and collect trophies is to participate in Vs. Mode melees. For every 50 Vs. Mode melees that you join (up to 200), you'll unlock a hidden stage and collect a corresponding trophy. You'll also earn trophies by entering 100, 200 or 300 Vs. Mode melees with a single character. The table below explains the conditions and awards.

TROPHY	CONDITIONS
KRAID	UNLOCK THE BRINSTAR DEPTHS STAGE (50 VS. MODE MATCHES).
SUDOWOODO	UNLOCK THE POKé FLOATS STAGE (50 VS. MODE MATCHES).
FALCON FLYER	UNLOCK THE BIG BLUE STAGE (50 VS. MODE MATCHES).
UFO	UNLOCK THE FOURSIDE STAGE (50 VS. MODE MATCHES).
NORMAL TROPHY	COMPLETE CLASSIC MODE OR USE A CHARACTER 100 TIMES IN VS. MODE.
RED SMASH TROPHY	COMPLETE ADVENTURE MODE OR USE A CHARACTER 200 TIMES IN VS. MODE.
BLUE SMASH TROPHY	COMPLETE ALL-STAR MODE OR USE A CHARACTER 300 TIMES IN VS. MODE.
MAXIM TOMATO	PLAY 10 VS. MODE MATCHES.
HEART CONTAINER	PLAY 100 VS. MODE MATCHES.
FOOD	PLAY 1,000 VS. MODE MATCHES.

TROPHY COLLECTION

You can win some trophies by earning others, particularly the Normal, Red Smash and Blue Smash Trophies for every character. Doing so requires that you unlock every character and complete various one-player modes with them or use them in a large number of Vs. Mode matches. Any way you look at it, you have a lot of smashing ahead of you if you plan to collect any of the following awards.

TROPHY	CONDITIONS
DONKEY KONG JR.	COLLECT NORMAL TROPHIES FOR EVERY CHARACTER.
F-ZERO RACERS	COLLECT RED SMASH TROPHIES FOR EVERY CHARACTER.
MEOWTH	COLLECT BLUE SMASH TROPHIES FOR EVERY CHARACTER.

MODE COMPLETION

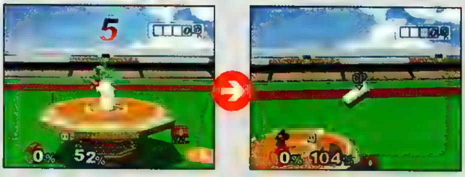
Several trophies come your way once you clear Classic, Adventure or All-Star Mode, or the Target Test, while meeting certain conditions. Some conditions call for advanced difficulty settings. Others require that you complete the modes within a time limit.

TROPHY	CONDITIONS
MASTER HAND	CLEAR CLASSIC MODE ON HARD OR VERY HARD DIFFICULTY WITHOUT A CONTINUE.
CRAZY HAND	CLEAR ADVENTURE MODE ON HARD OR VERY HARD DIFFICULTY WITHOUT A CONTINUE.
MACH RIDER	CLEAR CLASSIC MODE IN 300 SECONDS OR LESS.
WOLFEN	CLEAR ADVENTURE MODE IN 1,100 SECONDS OR LESS.
BATTLEFIELD	CLEAR ALL-STAR MODE.
WARIO	CLEAR ALL-STAR MODE WITHOUT USING A CONTINUE.
MEW	CLEAR ALL-STAR MODE ON THE HARD OR VERY HARD DIFFICULTY SETTING.
TARGET	CLEAR THE TARGET TEST WITH EVERY CHARACTER.
LON LON MILK	CLEAR THE TARGET TEST WITH EVERY CHARACTER IN A TOTAL OF 1,500 SECONDS OR LESS.
SHERIFF	CLEAR THE TARGET TEST WITH EVERY CHARACTER IN A TOTAL OF 750 SECONDS OR LESS.

LONG-DISTANCE DELIVERY

If you can really sock Sandbag in the Home Run Contest, you can earn a trio of trophies. A fourth is yours for covering a lot of ground. Look at the conditions and set your sights far into the distance.

TROPHY	CONDITIONS
SANDBAG	HIT SANDBAG FOR A HOME RUN OF 990 FEET OR MORE.
PAPER MARIO	HIT SANDBAG FOR A HOME RUN OF 1,485 FEET OR MORE.
UNOWN	HIT SANDBAG FOR A COMBINED TOTAL OF 16,503 FEET.
MUTE CITY	WALK A COMBINED DISTANCE OF 3,300 FEET.



Before you can hit Sandbag a long distance, you must weaken it with a strong and repeated attack then grab the bat and smash Sandbag with as much power as you can muster.

EVENT MATCH COMPLETION

The 1-P Mode Event Matches are sometimes challenging, always entertaining battles that put you up against preset opponents in character-specific settings. A collection of six different trophies is connected to the completion of particular Event Matches.

TROPHY	CONDITIONS
MOTION SENSOR BOMB	CLEAR EVENT MATCH 3, BOMB-FEST.
GOOMBA	CLEAR EVENT MATCH 14, TROPHY TUSSLE 1.
ENTEI	CLEAR EVENT MATCH 26, TROPHY TUSSLE 2.
GAME & WATCH	CLEAR EVENT MATCH 45, GAME & WATCH FOREVER.
MAJORA'S MASK	CLEAR EVENT MATCH 47, TROPHY TUSSLE 3.
FINAL DESTINATION	CLEAR EVENT MATCH 51, THE SHOWDOWN.

ADVENTURE MODE ACCOMPLISHMENTS

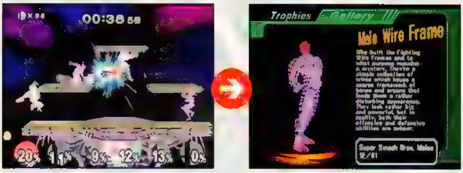
Two optional activities in Adventure Mode will earn you trophies upon completion. The Stage 4-2 escape from Brinstar earns you a trophy if you can leave the planet in 40 seconds or less. The big finale with Giga Bowser will take place if you complete the 12 stages of Adventure Mode in 18 minutes or less, with the game set at Normal Difficulty or harder.

TROPHY	CONDITIONS
SAMUS'S STARSHIP	ESCAPE FROM BRINSTAR IN 40 SECONDS OR LESS.
GIGA BOWSER	DEFEAT GIGA BOWSER.

MELEE MASTERY

You'll be able to collect trophies with accomplishments in four different Multi-Man Melees, part of the Stadium activities. Enter, fight and win.

TROPHY	CONDITIONS
MALE WIRE FRAME	CLEAR THE 100-MAN MELEE IN 240 SECONDS OR LESS.
FEMALE WIRE FRAME	KO MORE THAN 100 OPPONENTS IN THE ENDLESS MELEE.
FIGHTING WIRE FRAMES	SURVIVE THE 15-MINUTE MELEE.
MR. RESETTI	KO FIVE FIGHTERS IN THE CRUEL MELEE.



Wire frame battle earns you wire frame-themed trophies. You'll need incredible speed to earn the Male Wire Frame Trophy, which requires you to defeat 100 fighters in 240 seconds.

TRAINING MODE ACCOMPLISHMENTS

You can practice your Smash Bros. techniques and earn trophies at the same time in Training Mode. All three of the Training Mode trophies will come your way as you master the art of combos.

TROPHY	CONDITIONS
METAL BOX	PERFORM 10 COMBOS IN TRAINING MODE.
LIP'S STICK	PERFORM 20 COMBOS IN TRAINING MODE.
BUNNY HOOD	PERFORM A TOTAL OF 125 COMBOS IN TRAINING MODE.

CHARACTER UNLOCK ACCOMPLISHMENTS

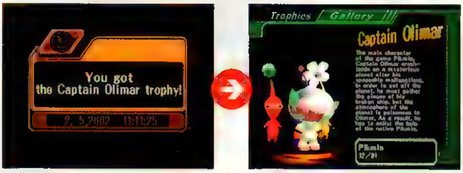
Kirby Hats 1, 2 and 3 are Trophy Lottery acquisitions. Kirby Hats 4 and 5 will be yours after you unlock specific groups of characters. Refer to last month's issue for character unlocking information or look for details on nintendo.com.

TROPHY	CONDITIONS
KIRBY HAT 4	UNLOCK JIGGLYPUFF, MEWTWO, LUIGI, MARTH AND MR. GAME & WATCH.
KIRBY HAT 5	UNLOCK GANONDORF, ROY, PICHU, YOUNG LINK, DR. MARIO AND FALCO.

MISCELLANEOUS ACCOMPLISHMENTS

Some trophy requirements defy categorization. Meet the conditions that are shown below and continue to add to your trophy collection. The Celebi trophy is the most elusive prize of the bunch. After you unlock everything else, there is a 1:251 chance that Celebi will appear in a Poké Ball.

TROPHY	CONDITIONS
TOM NOOK	COLLECT 100 COINS.
LANDMASTER TANK	KO 1,000 FIGHTERS.
DISKUN	TRIGGER EVERY BONUS POINT TYPE AT LEAST ONCE.
MARIN	UNLOCK EVERY STAGE AND CHARACTER.
COIN	PLAY A COIN MODE MELEE 100 TIMES.
CELEBI	FIND CELEBI'S POKé BALL IN A 1-P MODE GAME.
CAPTAIN OLIMAR	INSERT A GCN MEMORY CARD WITH A SAVED PIKMIN FILE.


You got
the Captain Olimar trophy!

If you save a Pikmin game then switch over to Super Smash Bros. Melee, Pikmin hero Captain Olimar will appear in your Smash Bros. game in the form of a special trophy.

▼ THE ROAD TO REPAIR

EXPLORE CAPTAIN OLIMAR'S NEW WORLD AND FIND A TON OF SHIP PARTS. Captain Olimar must have his ship in long-distance shape before his 30-day life support expires. The following schedule takes you through the first three weeks, skipping over the collection of the 12 ship parts that we discussed in the Volume 152 strategy review. We'll pick up where we left off next month.

DAYS 1 THROUGH 11 — VARIOUS LOCATIONS

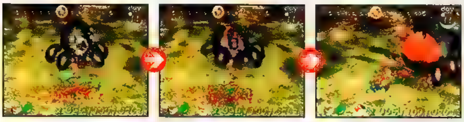
The strategy review in Volume 152 points you to the Main Engine and five pieces in the Forest of Hope. You'll travel to the Forest Navel on Day 6, cultivate blue Pikmin and spend the next six days collecting the #1 Ionium Jet, Gravity Jumper, Automatic Gear, Space Float, Anti-Dioxin Filter and Guard Satellite.

DAYS 12 THROUGH 14 — FOREST OF HOPE

When you return to the Forest of Hope with blue Pikmin, you'll be able to cross the water and collect three more rocket parts.

RADIATION CANOPY

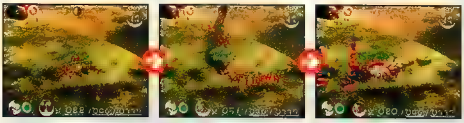
On your way to the Radiation Canopy, you'll need blue Pikmin to break through a white gate in the water. After the gate is gone, send the blues to the black gate that blocks your way. Recruit more Pikmin from the landing site and toss them over a ledge to meet with the blues. Break through the gate and take on the armored cannon beetle. If you don't want to take the time to defeat the beetle, you can try to distract it with one group of Pikmin and send another group to pick up the piece.



When you plug up the armored cannon beetle's nasal cavity with a Pikmin, the bug will lift its wings and reveal a vulnerable area on its back.

GEIGER COUNTER

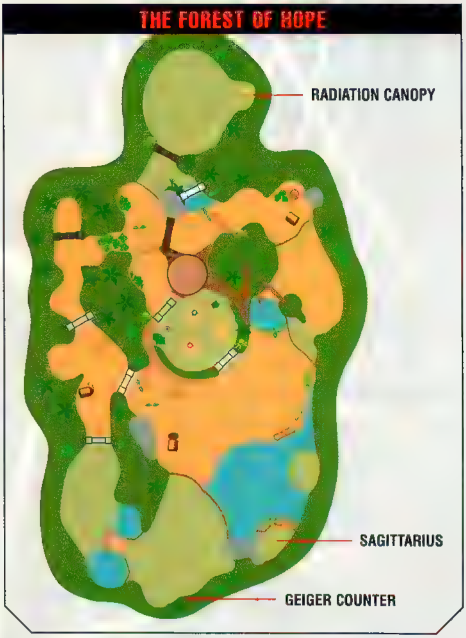
A burrowing snagret has swallowed the Geiger Counter. Use blues to push the path-blocking cardboard box out of the way, then take a large force up to the plateau to take on the snagrets.



When you take on a burrowing snagret, place a group of Pikmin at the point where the snagret will emerge. They'll latch onto its beak.

SAGITTARIUS

You'll build two bridges on your way to the Sagittarius. Use any type of Pikmin to create the first bridge, then take a group of blues across the water and toss them up to the rolled wood on the plateau. They'll roll out the wood and build the second bridge.

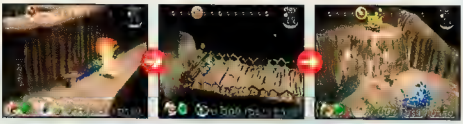


DAYS 15 THROUGH 17 — FOREST NAVEL

Blue, yellow and red Pikmin will all play important roles as you collect the last three Forest Navel parts. Keep their numbers high.

LIBRA

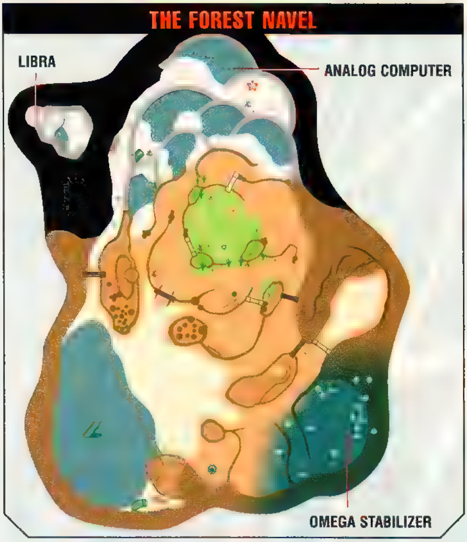
You'll need a full day to collect the Libra. First recruit a group of reds to clear the beach of blowhogs and destroy the black gate. Then take an army of yellows and blues along the ledge to the rolled up wood. Construct a bridge and toss 15 yellows up to the next ledge while you use a small group of blues to uncover a geyser in the water. Spring up and toss the yellows up to the part.



Take yellows and blues along the ledge, construct a bridge, and toss yellows up to the area under the part as you use blues to uncover a geyser.

ANALOG COMPUTER

Use blue Pikmin to fish the Analog Computer out of the water, and fire-resistant red Pikmin to carry the part over the volcanic spouts on the ledge. That's teamwork.



OMEGA STABILIZER

An army of 60 or more red Pikmin will help you defeat the puffstool that has consumed the Omega Stabilizer. Attack the mushroomlike creature's stem, then toss Pikmin up to the underside of its cap when it flips over. If the creature's cap quivers, retreat quickly. That's a sign that it is about to release a pink cloud of poison that will make your Pikmin attack Captain Olimar. When you finally defeat the puffstool, the part will appear on the ground.

DAY 18 — IMPACT SITE

You'll find one rocket part in the water of the Impact Site and a large creature on the land if you visit the area on Day 8 or later.

POSITRON GENERATOR

Use yellow Pikmin to blast through a wall and blue Pikmin to retrieve the Positron Generator out of the water. Send several blues into the mouth of the waterborne clamclamp, then call them out of harm's way before the clamclamp closes. After a few trips to the clamclamp's mouth, the blues will retrieve the part.

DAYS 19 THROUGH 22 — DISTANT SPRING

We'll direct you to four Distant Spring parts this issue and six more next month. Protect your blue Pikmin population. The blues are important to have in the Distant Spring waters.

REPAIR-TYPE BOLT

The Repair-Type Bolt is at the end of a high, narrow path. Toss blues up to the path, then call them with your whistle and walk along the lower path. If you can get 20 Pikmin to stay on the upper path, you can use the C Stick to direct them to the part.

INTERSTELLAR RADIO

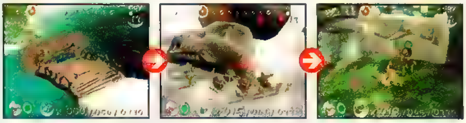
A puffy blowhog has swallowed up the Interstellar Radio. Take command over a large band of blues and clear away the water dumples as you make your way down the shore. The blowhog will try to keep its distance. Toss blues toward the beast and try to stay away from its snout.

GLUON DRIVE

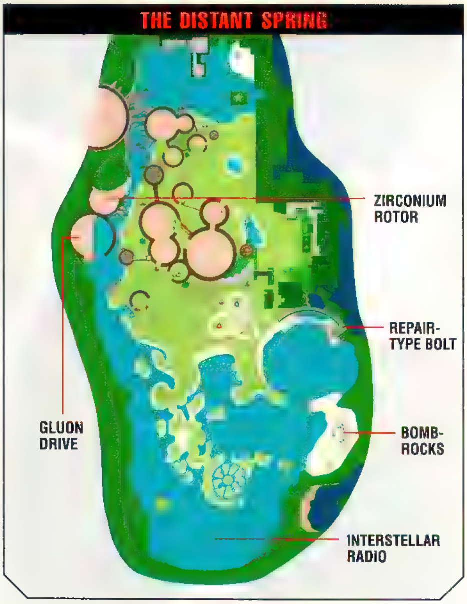
The Gluon Drive is on the other side of a long expanse of water. You'll have to create two bridges that meet in the middle of the water to make a path to the part. First take on the large creatures near the landing site, then recruit blues to build the bridges.

ZIRCONIUM ROTOR

You'll find several ship parts in the area beyond a stone wall that is close to the landing site. Use blues to build a bridge near the bomb-rocks marked on the map, then use six yellows to pick up the bomb-rocks and blast the wall. Recruit an army of blues and lead them to the Zirconium Rotor and beyond.



You'll find bomb-rocks among the skulls on a beach. Use blues to build a bridge to the landing side, then instruct six yellows to collect explosives.



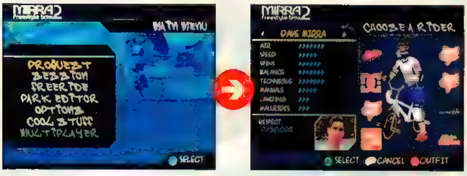
DAVE MIRRA FREESTYLE BMX 2 GCN

FREESTYLE FREE-FOR-ALL CODES

UNLOCK NEARLY EVERYTHING IN DAVE MIRRA'S FREESTYLE SEQUEL.

The latest BMX biking blast with Dave Mirra mirrors the Tony Hawk franchise by offering a load of feature-unlocking codes. You'll normally begin the game with a single open course, 15 bikers to choose from, one bike per participant, one unlocked movie and a limited number of available themes in the park editor. One code unlocks all of the courses, two additional bikers, alternate competition outfits for the original 15 bikers and every signature move in the game. Another code unlocks every movie that features the game's BMX pros and two others that unlock all park editor themes and park editor objects respectively. All codes use the Control Pad and the B Button. You'll enter them on the main menu. If you hear a tone when you finish entering a code, you'll know that you entered it correctly. You may have to enter some of the codes repeatedly before they click. We recommend using the Control Pad instead of the Control Stick while entering the codes to ensure pinpoint directional accuracy.

MAIN MENU CODE	RESULT
UP, RIGHT, DOWN, LEFT, RIGHT, RIGHT, UP, DOWN, LEFT, RIGHT, UP, LEFT, RIGHT, RIGHT, DOWN, B	UNLOCK ALL COURSES, ALL BIKERS, OUTFITS AND SIGNATURE MOVES.
UP, LEFT, DOWN, RIGHT, LEFT, LEFT, RIGHT, LEFT, UP, DOWN, B	UNLOCK EVERY BMX BIKER'S MOVIE.
UP, LEFT, DOWN, RIGHT, DOWN, UP, DOWN, RIGHT, LEFT, LEFT, B	UNLOCK ALL PARK EDITOR THEMES.
UP, LEFT, DOWN, RIGHT, DOWN, UP, UP, DOWN, RIGHT, RIGHT, B	UNLOCK ALL PARK EDITOR OBJECTS.



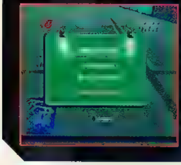
On the main menu, press Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down and the B Button. You'll hear a tone that indicates unlocked courses, bikers, outfits and moves.

TRASH CAN TIP:

THE SIMPSONS: ROAD RAGE

MISS A MISSION

You may know that if you complete all 10 missions in the GCN Simpsons car bash, you'll unlock the car that Homer designed in the "Oh Brother, Where Art Thou?" episode. What you may not know is that you don't have to complete every mission to get the prize. If you fail any of the first nine missions five times, the game will let you skip the mission and move on, giving you credit for completion.



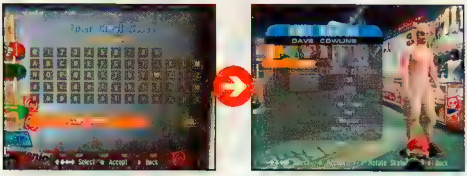
TONY HAWK'S PRO SKATER 3 GCN

CASTING CALLS CODES

TWO CODES ADD DOZENS OF CHARACTERS TO YOUR SKATE PRO POSSE.

You've unlocked the movies with POPCORN, opened up the cheat menu with MARKEDCARDS and filled your stats with MAXMEOUT. Now you can bring a whole new set of skaters into the mix with two codes. Select "Cheats" from the Options menu and enter FREAKSHOW as your cheat code. The eight characters whom you can unlock with phenomenal accomplishments in the game will appear as part of your roster. They include the powerful Demoness and the superweak Neversoft Eyeball. If you want to see how the creators of the game view themselves, enter WEEATDIRT as a cheat code. Then create a new skater and use the name of one of the Neversoft staff members as the name of your skater. The skater will adopt a likeness and set of personal info that relates to the person in question. You can find the names of the game's developers in the Credits (part of the Options menu).

CHEAT CODE	RESULT
FREAKSHOW	UNLOCK ALL HIDDEN SKATERS.
WEEATDIRT	UNLOCK CUSTOM-CREATED SKATERS FROM NEVERSOFT.



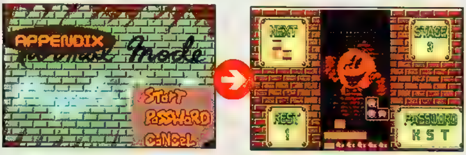
Input WEEATDIRT as a cheat code, then create a skater with the name of a Neversoft staff member. The skater will take on a new look.

PAC-MAN COLLECTION GBA

PUZZLE PLUS CODE

AN ALTERNATIVE TO PAC-ATTACK PUZZLE MODE OFFERS FEWER GHOSTS.

If the ghosts are getting in your way in Pac-Attack Puzzle Mode, you can switch to an alternative that substitutes some ghosts with blocks. On the Pac-Attack selection screen, highlight Puzzle Mode, press and hold Right on the Control Pad and press the A Button. You'll trigger the Puzzle Mode Appendix, a close variation of the original Puzzle Mode that reconfigures some pieces.



After you highlight Puzzle Mode, press and hold Right on the Control Pad and press the A Button. You'll enter the Puzzle Mode Appendix.

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PlayStation 2

GAME BOY ADVANCE

Mac

THQ

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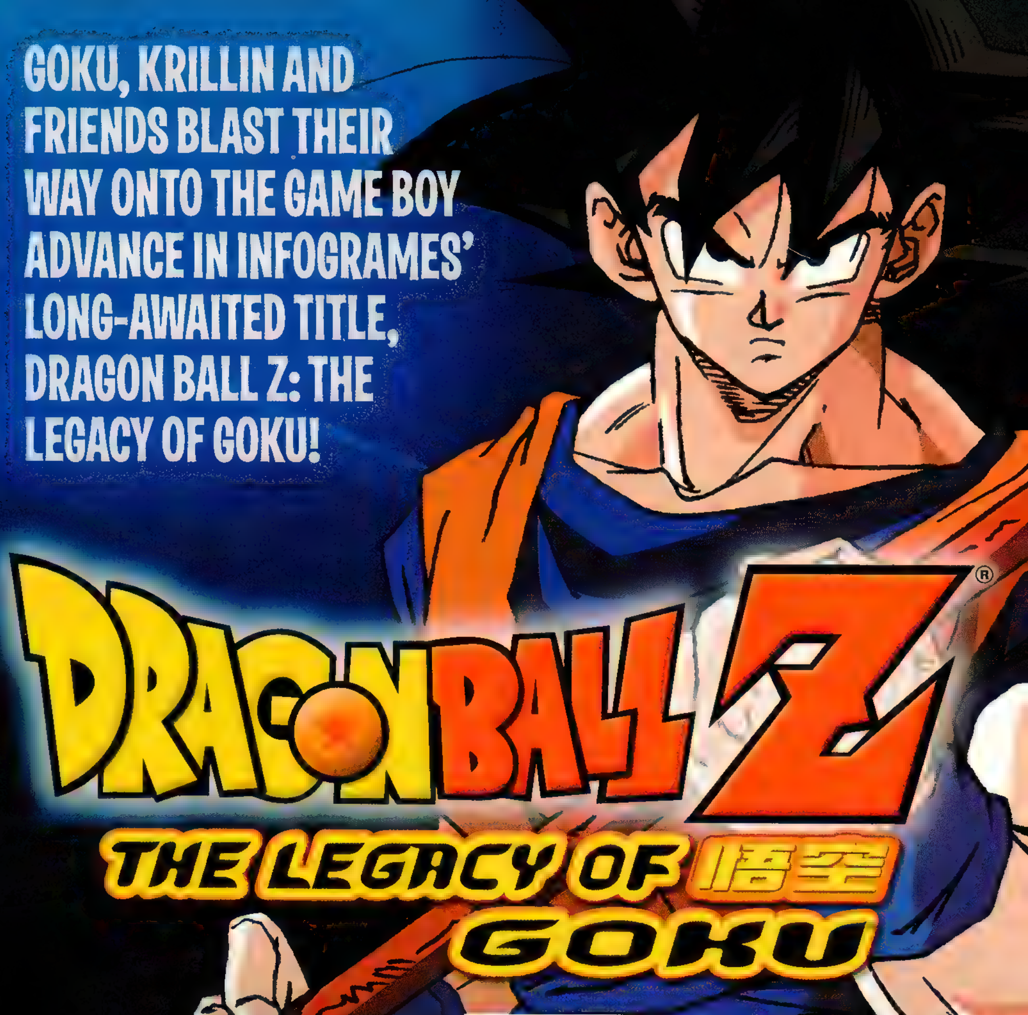
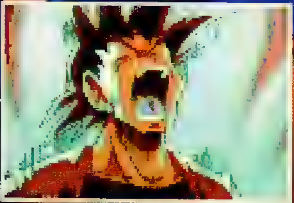
GOKU, KRILLIN AND FRIENDS BLAST THEIR WAY ONTO THE GAME BOY ADVANCE IN INFOGRAMES' LONG-AWAITED TITLE, DRAGON BALL Z: THE LEGACY OF GOKU!





GOKU ARRIVES!

What began as a humble Japanese manga has transformed into the biggest export to hit North America since the sushi roll. Dragon Ball Z combines hard-hitting action with incredible fight scenes and bizarre humor to create a mishmash of styles that has entranced audiences around the globe. Join the party as we take a look at Infogrames' new DBZ title for the Game Boy Advance—Dragon Ball Z: The Legacy of Goku.

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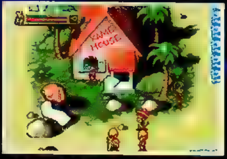
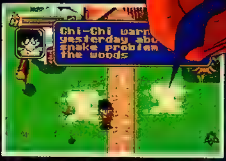
THE STORY OF MY LIFE, BY GOKU

The Legacy of Goku is unique among licensed games in that it follows its source material with unflagging accuracy. Gamers who have watched the Dragon Ball Z cartoon will recognize characters, locations and even plot twists. As the story opens, Goku, our hero, is a Saiyan—an alien being with extraordinary powers. He was originally sent to Earth to cause trouble, but he came to know and respect humans and wants no part in their destruction. Early on, Goku's older brother, Raditz, arrives on Earth and kidnaps his son, Gohan. Goku must then travel across vast, dangerous areas in a search for his missing boy. Goku and friends are also searching for the legendary Dragon Balls—items that summon an ancient dragon who will grant the user any wish he or she desires. But the Dragon Balls are also coveted by a trio of evil forces: Raditz, Frieza and the Ginyu Squad. If they get their hands on the Dragon Balls, Earth will be destroyed!

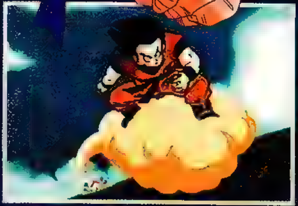


The game begins with a party at the house of Mutenroshi, Goku's mentor. Though Goku is pleased to see all his old friends, the party doesn't last long.



Chi-Chi warn
yesterday abo
snake problem
the woods

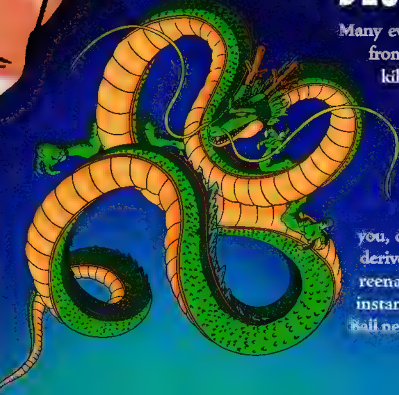
You'll travel through plenty of unique areas, such as forests, cities, ancient temples and toxic wastelands.

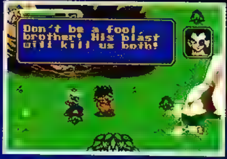


When it comes to traveling in style, nothing beats the Nimbus—a kind of flying cloud.

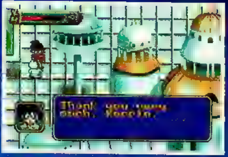
DÉJÀ VU

Many events in the game are taken whole cloth from the cartoon series. For example, Goku is killed by Piccolo then revived by King Kai and the power of the Dragon Balls; Vegeta transforms into a giant monkey and has his tail cut off by Yajirobe; and Goku must battle the Ginyu Squad before his final face-off with Frieza. If all the names and events sound like Greek to you, don't worry. While fans of the show will derive a special pleasure from being able to reenact their favorite scenes, the game is instantly accessible and enjoyable for Dragon Ball newbies as well.





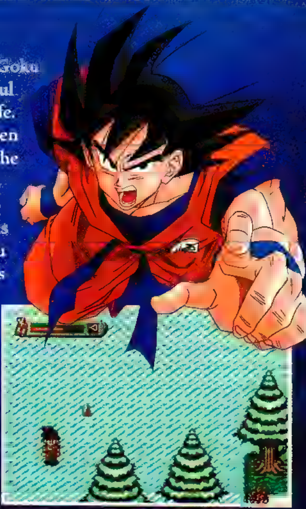
Don't be a fool, brother! His blast will kill us both!



Thank you very much, Korin.

SAY HELLO TO OUR LITTLE FRIENDS!

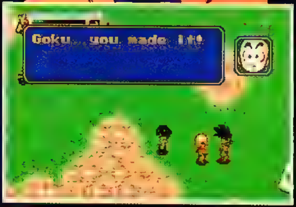
GOKU



The hero of the game, Goku is a warm-hearted soul with a great love of life. His kind nature often leads him to spare the lives of his enemies, who then proceed to attack him while his back is turned. Goku eventually becomes a Super Saiyan—a powered-up version of his Saiyan form. In that state, Goku is virtually unstoppable. Even the mighty Frieza is no match for Super Saiyan Goku. He is the lead character throughout much of the cartoon series, though Gohan and Trunks eventually steal the spotlight.

KRILLIN

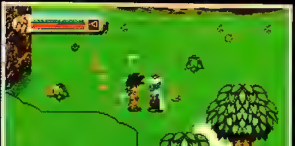
Goku's best friend is the warrior monk Krillin, the most powerful human in the universe. Compared to the aliens and other creatures that populate the DBZ landscape, Krillin is fairly weak—but his sense of humor and fierce loyalty are without equal. When Frieza attacks Krillin, it angers Goku so much that he transforms into Super Saiyan form. You'll meet up with Krillin a number of times during the game.



Goku... you made it!

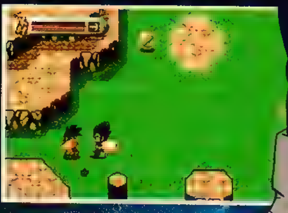
PICCOLO

Piccolo is a mighty warrior from the planet Namek and one of the oldest beings in the universe. He forms an alliance with Goku when Earth is attacked by the Saiyans and eventually becomes quite attached to Gohan. As one of the most popular DBZ characters, Piccolo plays a major role in The Legacy of Goku.



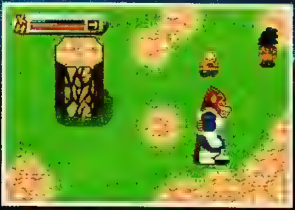
VEGETA

Like many characters in the Dragon Ball world, Vegeta transforms from evil to good over time. Originally, Vegeta wanted to wipe out all life on Earth, sell the planet, then use the Dragon Balls to gain immortality and crush Goku. The Saiyan eventually sees the error of his ways and joins forces with the powers of good. His son, Trunks, is a powerful hero in later Dragon Ball cartoon episodes but does not appear in The Legacy of Goku.



IT'S SOOOOO REAL

It's no accident that characters in The Legacy of Goku look exactly like their television counterparts. The game designers used computer rendering to model characters accurately, then transferred the renders to the game. Webfoot Technologies, the developer, has provided NP with a couple of exclusive renders so you can see how the product metamorphoses from the cartoon to the render to the game.



RULES OF THE ROAD

The Legacy of Goku has been billed as an action-RPG, and that's an accurate description. You control Goku throughout the entire adventure and never form a party or otherwise change characters. Enemies' locations are visible in every area so you can choose whether or not to engage them—though sometimes they will challenge you. As you defeat enemies, you gain experience points. Once you've earned enough EP you'll level up and become stronger. Goku can attack enemies with his fists or with a series of powerful moves taken straight from the cartoon. He can also fly for short periods of time. Your flight ability, while initially weak, is recharged when you find small feathers hidden in each area—and you can fly for longer periods of time as you gain experience. While the focus is mostly on combat, there are also puzzle and strategy elements. It's an interesting blend of styles that works well for the Dragon Ball world.

The Ox King awaits in one of your many quests. After you are destroyed by Piccolo, he'll introduce you to King Kai.

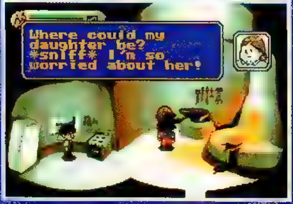
The cops in Pepper Town need help with a trio of bank robbers. Do a good deed and lend your fists to the cause.

What's up, Goku?
It's been a while!

Characters come and go in the DBZ world, so don't be surprised if a good friend is eliminated, brought back to life and wiped out again.

MISSION STATEMENT

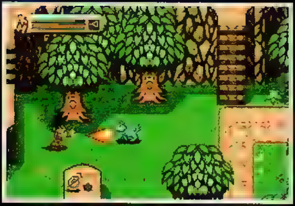
In addition to finding your son and stopping the evil Frieza, Goku must accomplish a series of difficult missions. Many quests are taken directly from the show, such as navigating Snake Road, training under the watchful eye of King Kai and tracking down magazines of questionable taste for your mentor. There are also a number of side quests that are completely original, like finding tree saplings, locating lost children and retrieving lost eggs for a lonesome dinosaur. Each time you complete a mission, you gain experience points. Some missions are essential to moving ahead in the game, but others are optional. You'll want to finish as many missions as possible, as Goku will need plenty of experience to defeat Frieza and the Ginyu Squad.



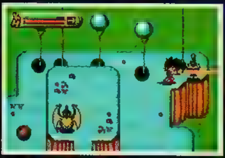
Where could my daughter be? *sniff* I'm so worried about her!

THE POWER OF ONE

Not limited to a punch that can wipe out entire legions of troops, Goku can learn three special powers: the Ki Blast, Solar Flare and Kame Hame Ha. Each power is essentially a beam of energy that shoots from his hands, but they look and act very differently. You can activate the special attacks by pressing the A Button. The longer you hold it down, the more powerful the attacks will become. In addition, you can damage some enemies only by using a certain special attack. Fans of the series will have an advantage, because many of the attacks correspond directly to the cartoon. So if you're having trouble with a villain, you can think back to that particular television episode of "Dragon Ball Z" and try to remember how Goku handled the situation. You can also use the special powers to smash rocks and monsters as well as bosses.



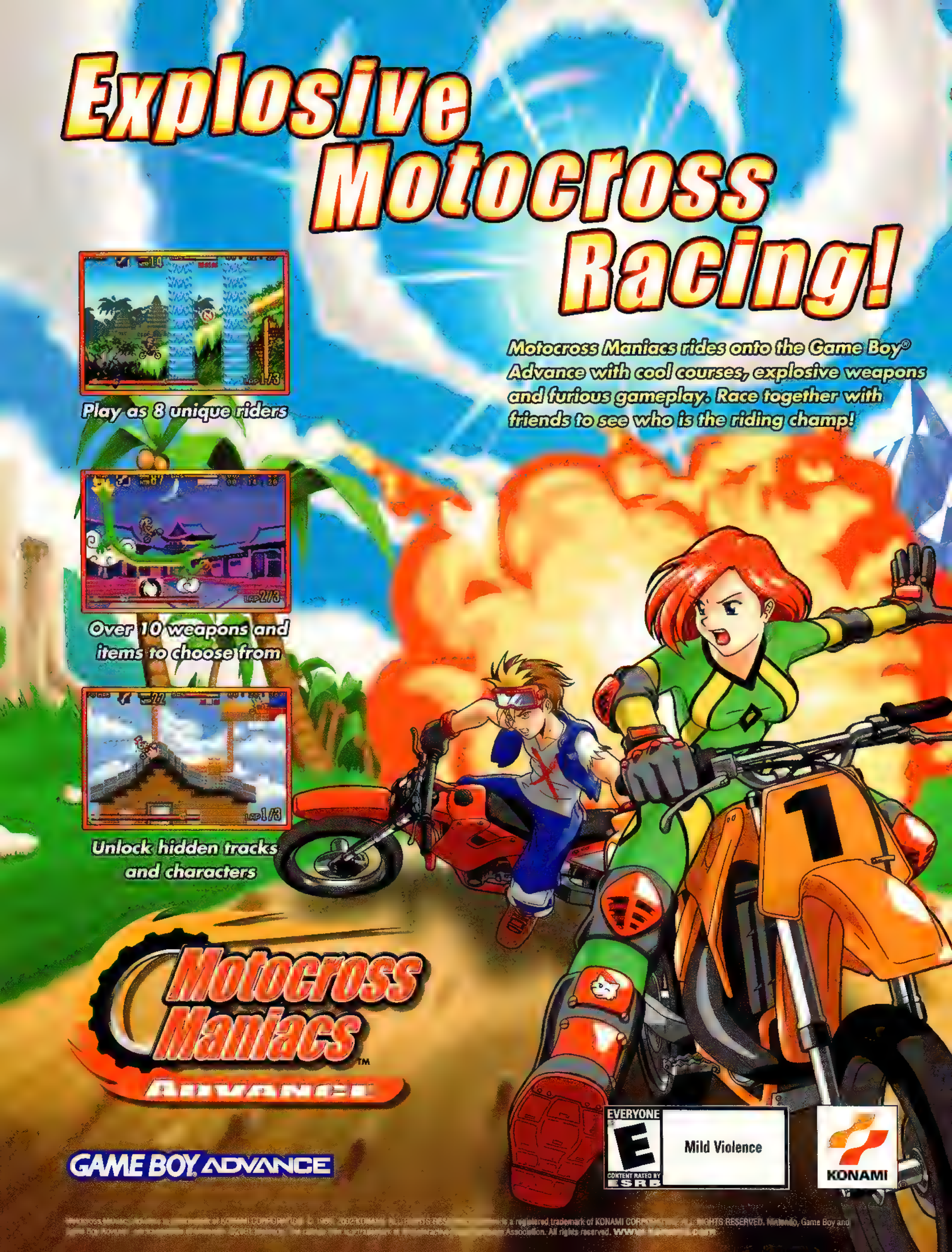
The Ki Blast is the first special attack Goku learns. It's not extraordinarily powerful, but it can strike enemies from a distance.



The Kame Hame Ha was given its name by the wife of by Akira Toriyama—the creator of Dragon Ball. It's the most powerful attack in your arsenal.

A DRAGON BALL OF FUN

Action and adventure have collided with familiar characters and one of the most popular licenses on the planet to create a game of epic proportions—so what are you waiting for? An invitation from King Kai? Get out there are start saving the world, Dragon Ball-style! 🍄


Explosive Motocross Racing!
Motocross Maniacs Advance™
GAME BOY ADVANCE
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
KONAMI

Motocross Maniacs rides onto the Game Boy® Advance with cool courses, explosive weapons and furious gameplay. Race together with friends to see who is the riding champ!

Play as 8 unique riders

Over 10 weapons and items to choose from

Unlock hidden tracks and characters

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BLOODY ROAR
PRIMAL FURY

With the skills of warriors and the instincts of wild animals, the more than a dozen combatants of Bloody Roar: Primal Fury are ready to show their power in the ring. Activision and Hudson Soft present a 3-D fighting experience that challenges you to face your fears, transform into a beast and fight for freedom.

TEEN
T
CONTENT RATED BY ESRB

Blood,
Suggestive
Themes,
Violence

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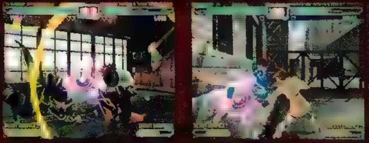
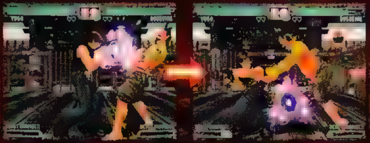
Get Ready! Fight!

While beast transformation is the feature that sets Primal Fury apart from other fighters, the game is also a solid one-on-one battler with a strong grasp of fighting fundamentals. Before you transform, you'll want to perfect the basic moves and learn how best to fill up your beast gauge—kick, punch, block and throw.

Let Your Fists Do the Talking

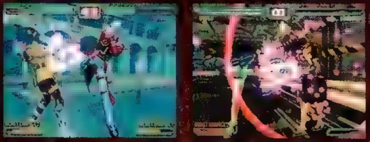


Whether your opponent jumps, crouches or guards, you'll always have a punching solution that exposes his or her weakness. Look for an opening, then move in.

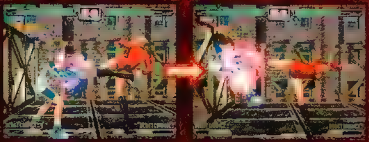


If you make a strong connection with a punch, your opponent may be stunned for a moment and give you the opportunity to put together a combination of hits.

Get a Kick out of Combat

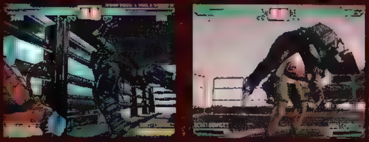


Many of the combatants have extremely wide range in kick height, from low sweepers to head-ringers. Mix up your kick location to keep your opponent guessing.



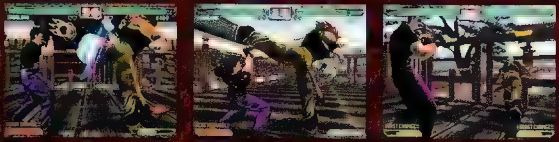
Among the most amazing kickers in the Primal Fury field is Jenny. The model-turned-beast is a master of several high-stepping special moves.

Toss and Turn



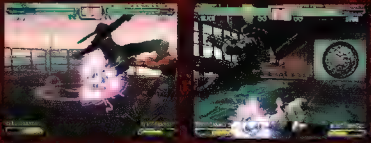
Throws can be a good beginning to an unanswered blizzard of moves. Before the fight officially begins, you can move in and get ready for a quick throw.

Stick and Move



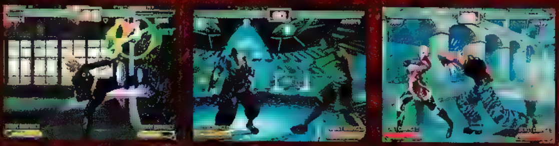
When your opponent is on a roll, you can try to swing the momentum in your favor by blocking or moving out of the way. Press the Y Button to block when you anticipate a big move, or press the L or R Button to move laterally and avoid contact.

Hit the Target Running



You can cover a long gap quickly by first tapping the Control Stick then pressing and holding the stick. As you close in on your opponent, kick and slide.

Turn the Tables

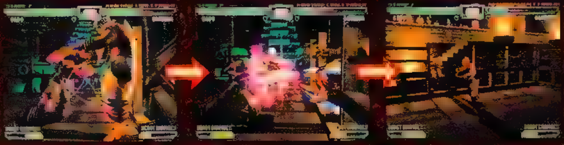


If your opponent hits you while you're in the air, press any Button to recover. If he or she tries to toss you, move in and press the Y Button to break it off. When your fighter is surrounded by a green glow, he or she will counter automatically.

Vicious Victory

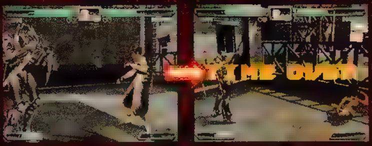
The most satisfying way to win a bout is to deplete your opponent's energy reserves. You can also win by knocking the other fighter out of the ring or by outlasting the other fighter beyond the time limit.

Ring Out



While some of the fighting environments grow as you break through barriers, every environment does have its absolute limits. If you manage to break through the borders of the ring and toss your opponent out, you'll win.

Time Over

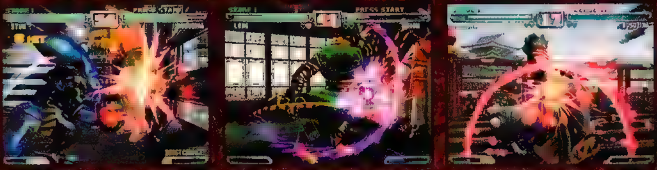


If you're a good defensive combatant, you can fend off attacks and wait for time to run out. The fighter with the most energy remaining wins.

Fury Fury

Extend your claws, transform into your animal form and let the fur fly. As a beast, you can execute beast moves, change moves on the fly and fill up your life gauge over time. You'll gain more power in Hyper-Beast form but at the cost of energy reserves.

Transform and Take Charge

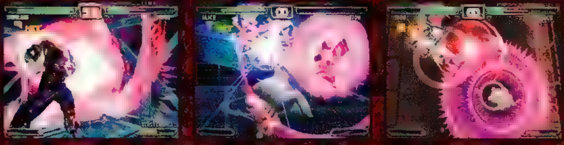


Beast form gives you more power and many more attack options. Your X Button beast attack is both a stronger punch or kick and the key to several special moves. Be aggressive and take advantage of your new powers.

Driven

Every beast in the tournament can pull off two different showstopping Beast Drive moves. If you pull off a Beast Drive in standard beast form, the sheer power of the move will transform you back into a human. Hyper-Beast mode gives you unlimited drive for a short time.

Put It on the Line



If you transform into Hyper-Beast form without a full gauge, you'll lose some health, but the trade off is worth it. As a Hyper Beast, you can pull off unlimited Beast Drives within a set time limit.

Join the Fight

All of the fighters had reasons for joining the Zoanthrope tournament. But when they enter the ring, the only thing that matters is if they can be the last beast standing. There are 12 fighters to choose from at the beginning. Select a combatant whose abilities work with your fighting style.

Gear Up for Battle

START
TIME
ROUNDS
ALICE

Every fighter has two costumes. You can trigger a costume change on the character selection screen by pressing the Y Button.

Go in with a Plan

Some fighters are quick with their hands. Others specialize in kicking moves or combinations. Test each fighter in a Training session and find out which ones suit you best. Our fighter descriptions suggest special moves. Some moves are unnamed.

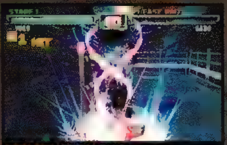
A leading businessman and accomplished fighter, Yugo scratches the surface of his wolf abilities when he is in human form but can realize his full potential only when he unleashes the beast.

SUGGESTED ATTACKS:

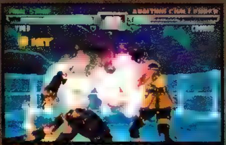
ONE-TWO BODY UPPERCUT AND LEG SLASH: ↓ ↘ → B B B (↙ + B) (↙ + B)

FLICKERING LIGHTING: ↓ ↘ → A B B B B

Yugo is strong in close combat. He does the most damage when he can face his opponents and hit them with his fists or claws. If you're going up against Yugo, block his punches and try to toss him.



BEAST DRIVE SPIRAL FANG ↓ ↘ → ↓ ↘ → ●



BEAST DRIVE KING OF BREAKER ↓ ↙ ← ↓ ↙ ← ●

As a scholar of beast power, Xion is equipped with knowledge of an artifact that could make him the most powerful beast-human of all. Victory in the tournament will prove his dominance.

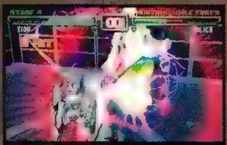
SUGGESTED ATTACKS:

CRIMSON LUNATIC: B B B A A A A

GUILTY CHAIN: ● ● ↓ ● ● ● ●

UNLISTED MOVE: ↓ ↘ → A

Xion is a showman who fights with big, bold moves that take some time to develop. When he connects with a punching or kicking combo, his opponents take notice. If you battle him, block and dodge as best you can.



BEAST DRIVE OUTBREAK ↓ ↘ → ↓ ↘ → ●

BEAST DRIVE ASCENSION TO HEAVEN ↓ ↙ ← ↓ ↙ ← ●

Uriko

THE HALF BEAST

Abducted by the evil Tyron Corporation as a child, Uriko was the subject of a failed experiment that left her with half-human, half-animal feline qualities.

SUGGESTED ATTACKS:

UNLISTED MOVE: B B B B ↓ ↘ → B
UNLISTED MOVE: B B (← + B)x4
WINGS OF THE PHOENIX: ↓ ↙ ← X (← + X)x6

Uriko has catlike quickness but fewer powerful moves than the other fighters in the field. Uriko's speed allows her to combine special moves in one big blur. While fighting her, be wary of low attacks.

BEAST DRIVE SURPRISE CAT POUNCE
↓ ↘ → ↓ ↘ → ●

BEAST DRIVE DANCE OF THE PHOENIX
↓ ↙ ← ↓ ↙ ← ●

Stun

Former genetics researcher Stun was both a friend and rival to Busuzima until he discovered the secrets behind the chameleon's experiments.

SUGGESTED ATTACKS:

UNLISTED MOVE:
(→ + B)(← + A)x4 (← + B)(→ + A)x4
BOMB MINE: ← → B ANTLER DROP: ↓ ↘ → B

Stun can crush his opponents like bugs with powerful grabbing and throwing moves. Since he's not very fast, you'll have to watch your timing carefully while controlling him.

BEAST DRIVE VTOL BASHER
↓ ↘ → ↓ ↘ → ●

BEAST DRIVE BOOSTING BURST
↓ ↙ ← ↓ ↙ ← ●

Shina

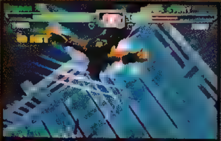
The adopted daughter of Gado doesn't know her own beast-borne strength. At the age of 13 she defeated an entire platoon. Now she joins the fight against the Tyron Corporation.

SUGGESTED ATTACKS:

TRIDENT SHOOT: ↓ ↙ ← A
UNLISTED MOVE: ← B B ↓ ↙ ← B
UNLISTED MOVE: ↓ ↙ ← ● ● ● ●

With easy-to-execute special moves and incredible kicks, Shina is a versatile fighter. When controlling Shina, mix up your high and low attacks to keep your opponents off balance.

BEAST DRIVE MUD TRAP
↓ ↘ → ↓ ↘ → ●


BEAST DRIVE CROSS BLADE ZAPPER
↓ ↙ ← ↓ ↙ ← ●

Shenlong

The lightning-fast Tiger is considered by some to be the most dangerous beast-human. He honed his fighting skills as the leader of the beast's liberation army.

SUGGESTED ATTACKS:

SNAKE ATTACK: ↓ ↘ → ●
UNLISTED MOVE: B B B B B → → B
UNLISTED MOVE: ● ● ● ● ● ● ↓ ↓ ●

As is the case with Uriko and Long, Shenlong can pull off elaborate special moves with speed and reliability. Some of his moves leave him facing away from his opponents, making him vulnerable to counterattacks.

BEAST DRIVE TIGER DARKNESS ATTACK
↓ ↘ → ↓ ↘ → ●

BEAST DRIVE FEROCIOUS TIGER ATTACK
↓ ↙ ← ↓ ↙ ← ●

Long

Once a top underworld assassin, Long is now a target of his former gang. He joins the fighting tournament on a quest to bring down the power brokers of the Tyron Corporation.

SUGGESTED ATTACKS:

UNLISTED MOVE: B B B B (← + B)

UNLISTED MOVE: → → B B

UNLISTED MOVE: (→ + ●)(↓ + ●)●(← + ●)

The master of big multihit special moves is a lethal force as long as you have the time to build up for a big blast. If the battle comes down to jabs and quick kicks, Long will find himself at a disadvantage.

BEAST DRIVE COURSE TO HEAVEN ↓ ↘ → ↓ ↘ → ●

BEAST DRIVE FEROCIOUS TIGER ATTACK ↓ ↙ ← ↓ ↙ ← ●

Jenny

The mysterious model-by-day, spy-by-night will never age—a side-effect from the experimental process that gave her the power to transform into a bat.

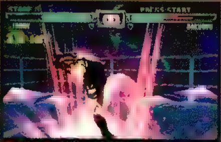
SUGGESTED ATTACKS:

TWIST EXPLOSION: ↓ ↘ → B A A A A A A A

UNLISTED MOVE: ↓ ↘ → A

UNLISTED MOVE: B B → A A A A A

While Jenny is not one of the most powerful fighters in the field, she does have an arsenal of effective kick moves. In her beast-bat form, she often attacks from the air.



BEAST DRIVE SKY HIGH TEMPEST ↓ ↘ → ↓ ↘ → ●

BEAST DRIVE CRIMSON GLIDER ↓ ↙ ← ↓ ↙ ← ●

Gado

The United Nations high commissioner has worked long to smooth the relationship between humans and beasts. He joins the tournament in the name of his cause.

SUGGESTED ATTACKS:

HIGH COMMAND EDGE COMBO: A A → A A A

UNLISTED COMBO: ↓ ↘ → B A → A A A

UNLISTED COMBO: ← B B ↓ ↙ ← B

Like Stun, Gado is slow but powerful. It pays to plan your attacks carefully and to strike when your opponent is vulnerable. Timing is everything.

BEAST DRIVE G-BOMBER ↓ ↘ → ↓ ↘ → ●

BEAST DRIVE G-CANNON ↓ ↙ ← ↓ ↙ ← ●

Busuzima

THE CHAMELEON

Busuzima, a scientist with questionable ethics, has been experimenting on humans in an effort to create the ultimate beast. He has no friends in the ring.

SUGGESTED ATTACKS:

DOKUJIMA EXERCISE: ↓ ↙ ← A A A A A A

BUSUZIMA PUNCH COMBO: (→ + B)x6

UNLISTED MOVE: → → A Y

There is no other fighter like the mad scientist. Busuzima's special moves are slow to develop, but when they work, they can really catch opponents by surprise. As a beast, he often blends in to the environment.

BEAST DRIVE ULTIMATE DIE THROUGH ↓ ↘ → ↓ ↘ → ●

BEAST DRIVE BUSUZIMA'S MANDALA ↓ ↙ ← ↓ ↙ ← ●

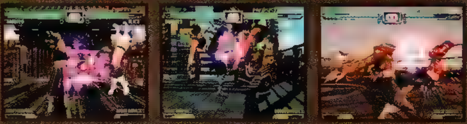
At one time, Bakuryu was an assassin for the Tyron Corporation and a bitter enemy of Yugo's. Now they fight together for the common good.

SUGGESTED ATTACKS:

SPIRAL SHADOW BLADE: B B B B (→ + B)

GALE CRESCENT MOON DROP: → → A A (← + A)

UNLISTED MOVE: A A A (→ + A)(← + A)



Underground fighter Bakuryu is a well-balanced battler with some strong special moves and a lot of fancy tricks. He often vaults over his opponent and can teleport from one part of the ring to another.

BEAST DRIVE DOUBLE INFERNO ↓↘→↓↘→●

BEAST DRIVE MAGIC SPEAR ↓↙←↓↙←●

When Alice peers into the looking glass, she sees a white rabbit. She is fighting proof that you should never underestimate the powers of a giant bunny.

SUGGESTED ATTACKS:

LEG BEAT COMBO: ↘ ● ● ●

UNLISTED MOVE: B B B (↓ + B)

UNLISTED MOVE: ↓ ↘ → B A A (← + A)

While Alice is not the quickest fighter of the bunch, she can hold her own with rabbit punches and sharp kicks. Alice can strike high and low, and she can avoid her opponent's advances with effective evasive moves.

BEAST DRIVE BUNNY LOVE ↓↘→↓↘→●

BEAST DRIVE LIFTING STAR LANCE ↓↙←↓↙←●

New Blood

Your tournament accomplishments will show dividends when new controllable fighters come onto the scene. Impressive runs through the tournament, with no losses to your record, will attract the new fighters.

Unlock a Quartet of Combatants

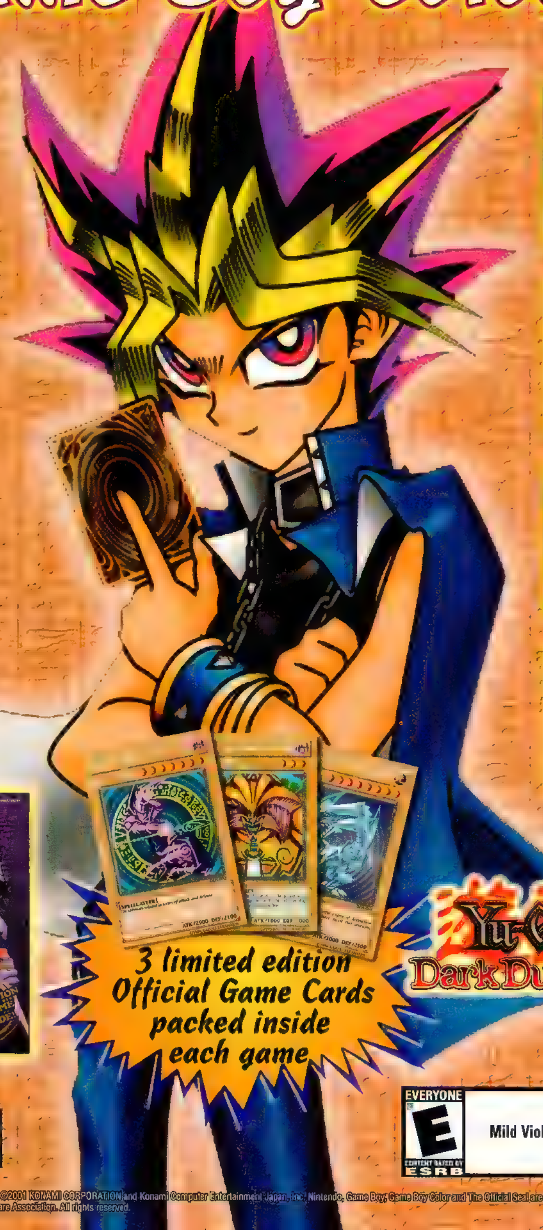
When you show off advanced fighting skills in the tournament, you can unlock as many as four new fighters. They include Ganesha, the elephant, Cronos, the phoenix, and Kohryu, the iron mole.

Rage and Roar

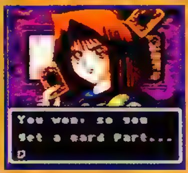
Bloody Roar: Primal Fury combines a solid fighting game base with the power of animal transformations. The key to victory is to strike when your opponents are vulnerable and to know where and when to block. If you show all of the right moves and master your beast-battler's will, you'll claw your way to the top of the Primal Fury heap.

Yu-Gi-Oh! comes to Game Boy Color

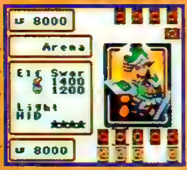
- Duel against characters from the animated TV show
- Import cards from the Official Card Game to create more powerful decks
- Create a deck from over 10,000 unique cards
- Duel head-to-head using the Game Boy Game Link Cable
- Trade cards to complete your collection



3 limited edition Official Game Cards packed inside each game



You won: so you get a card Part...



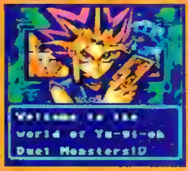
8000

Arena

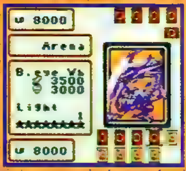
Elf Swor 1400 1200

Light MID

8000



Welcome to the world of Yu-Gi-oh Duel Monsters!



8000

Arena

B.eye Wh 3500 3000

Light 1

8000

GAME BOY COLOR
KONAMI
Yu-Gi-Oh!
Dark Duel Stories
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LIMITED EDITION OFFICIAL GAME CARDS INSIDE!

Yu-Gi-Oh! Dark Duel Stories™

Nintendo

GAME BOY COLOR

EVERYONE E CONTENT RATED BY ESRB

Mild Violence

KONAMI

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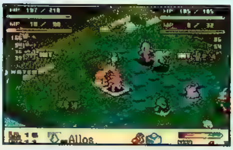
EPIC CENTER

We at Epic Center are nothing if not eager to please. You sent e-mail after e-mail asking for assistance in clearing the final stage of Advance Wars' Campaign Mode, and we're more than happy to deliver. We'll give you everything you need to defeat Sturm in The Final Battle—plus a damage chart that will be a big help for any conflict. Also check out the Epic News section, which contains a sneak peek at the game that's been making for some very late nights at the office: Tactics Ogre: The Knight of Lodis!

EPIC NEWS

Knight Falls on Game Boy Advance



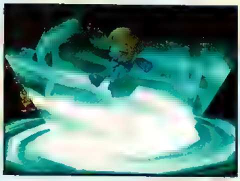
Tactics Ogre: The Knight of Lodis, the newest entry in the popular Ogre Battle series is almost here! Combining elements of role-playing, strategy and action games, the much-anticipated Game Boy Advance title is scheduled to hit stores in May. Epic Center managed to get its hands on an advance copy, and it has quickly become a favorite. We'll have a full-blown review next month, but here are a few quick impressions so you can start drooling.

Political intrigue and twisting plotlines have been a staple of past Ogre Battle games, and Tactics Ogre continues the tradition. You assume the role of a young, unnamed Knight of Galicia who must form a powerful army and track down all those who would oppose the will of Lodis. Along the way, you'll find that the Holy Lodis Empire is not what it seems and be forced to make hard choices as the empire's plan comes into focus.

The strategy element of Tactics Ogre is nothing short of amazing. You can command up to 30 warriors (though only eight fight at a time) and outfit them with hundreds of weapons, pieces of armor, classes and magic spells. In addition, you can use the GBA Link Cable to trade items, spell books and party members, or just to battle against a friend. There's also a new Quest Mode, which lets you diverge from the main story line and seek out unique weapons and items. It looks to be an incredibly deep, well-tuned and addictive title, and you can expect plenty of Epic Center coverage in the future.

RPGs Evolved

We've also tracked down three new, exclusive screen shots of the upcoming GCN RPG Evolution Worlds for you to gawk over. The game is being developed by the Japanese company Sting, (the same company that created Evolution and Evolution 2 for the Sega Dreamcast) and is set to launch in the fall of 2002. Stay tuned for an exclusive interview with Yoshihisa Tomita—the lead game director of Evolution Worlds—next month!



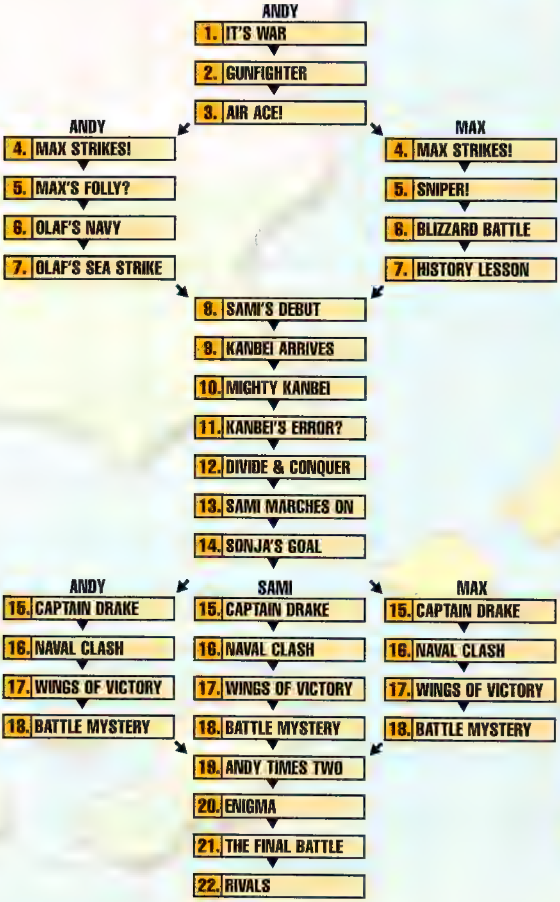
EPIC TACTICS

ADVANCE WARS

You've fought and scrapped your way to The Final Battle, but Sturm keeps crushing your gallant troops. Don't raise the white flag! Look below to see how to determine Final Battle allies, then check the following pages for maps and detailed strategy.

THE CAMPAIGN TREE

The Final Battle pits Andy and two other COs against Sturm. Extra COs are determined by choices you make in Campaign Mode. The tree below shows how the missions progress, while the chart to the right shows how to use (and unlock for purchase) the CO of your choice. We'll show you how to win with two sets of COs: Max & Sami and Grit & Kanbei. (We previously printed the tree in Volume 149 and you don't need to unlock COs in the shop to use them in the Final Battle but hey, too much of a good thing is wonderful).



ANDY
1. IT'S WAR
2. GUNFIGHTER
3. AIR ACE!
ANDY
4. MAX STRIKES!
5. MAX'S FOLLY?
6. OLAF'S NAVY
7. OLAF'S SEA STRIKE
MAX
4. MAX STRIKES!
5. SNIPER!
6. BLIZZARD BATTLE
7. HISTORY LESSON
8. SAMI'S DEBUT
9. KANBEI ARRIVES
10. MIGHTY KANBEI
11. KANBEI'S ERROR?
12. DIVIDE & CONQUER
13. SAMI MARCHES ON
14. SONJA'S GOAL
ANDY
15. CAPTAIN DRAKE
16. NAVAL CLASH
17. WINGS OF VICTORY
18. BATTLE MYSTERY
SAMI
15. CAPTAIN DRAKE
16. NAVAL CLASH
17. WINGS OF VICTORY
18. BATTLE MYSTERY
MAX
15. CAPTAIN DRAKE
16. NAVAL CLASH
17. WINGS OF VICTORY
18. BATTLE MYSTERY
19. ANDY TIMES TWO
20. ENIGMA
21. THE FINAL BATTLE
22. RIVALS

MORE ABOUT MISSIONS

COs for the final battle are determined by choices you make throughout Campaign Mode. Figure out who you want by your side, then look below to see how to secure them.

CONDITIONS FOR UNLOCKING MISSIONS 12, 13 AND 14

- Win "Kanbei Arrives" in eight days.
- Win "Mighty Kanbei" in 10 days.
- Win "Kanbei's Error?" in 12 days.

DETERMINE BLUE MOON CO IN "THE FINAL BATTLE"

- MAX: Default
- GRIT: Select Max for "Max Strikes."
- OLAF: Defeat all naval units in "Olaf's Navy," then play "Olaf's Sea Strike."

DETERMINE OTHER ALLIED CO IN "THE FINAL BATTLE"

- SAMI: Default
- EAGLE: Select Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."
- KANBEI: Play "Divide & Conquer."
- DRAKE: Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."

UNLOCK CO'S IN BATTLE MAPS SHOP (ON SECOND TIME THROUGH THE CAMPAIGN)

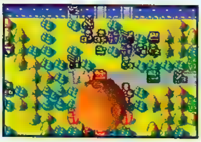
- KANBEI: Default
- DRAKE: Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."
- GRIT: Select Max for "Max Strikes."
- SONJA: Win all "Vs. Sonja" missions.
- EAGLE: Win "Rivals" mission.
- STURM: Purchase all of the above COs.

UNLOCK "RIVALS" MISSION

Select Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."

DEEP IMPACT

Sturm's CO Power is Meteor Strike, which calls a giant meteor down from the sky. The meteor strikes an area approximately three squares wide and three squares deep, and falls every two to five turns—depending on how much damage you've inflicted on Sturm.



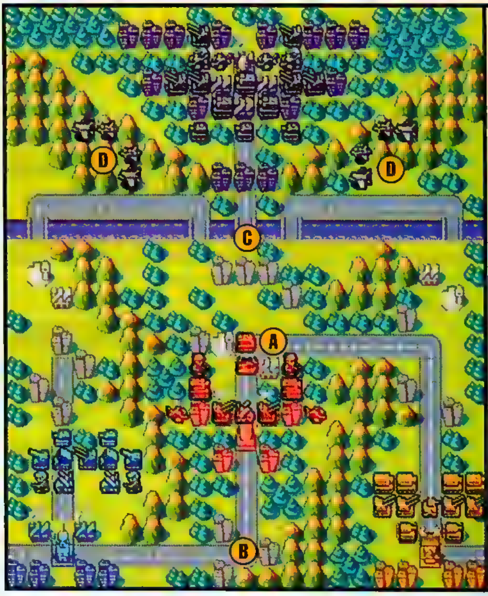
You can't avoid Sturm's Meteor Strike, but you can minimize the damage by spreading out your units. Any unit struck by the meteor will have its HP reduced to two. If a unit's HP is eight or less, it will fall to one.

FINAL BATTLE

—WITH ANDY, GRIT AND KANBEI

ANDY'S CO POWER: HYPER REPAIR

Andy's Hyper Repair restores two Hit Points to each of his units. It's a good counterbalance to Sturm's Meteor Strike.



DAY 1

Ⓐ PRIORITIZE

Use Andy's two Infantry units to capture the factory and airport directly north of your starting position. Once you've taken the airport, move your Infantry one space west and capture the neutral city.

Ⓑ THE CITIES THREE

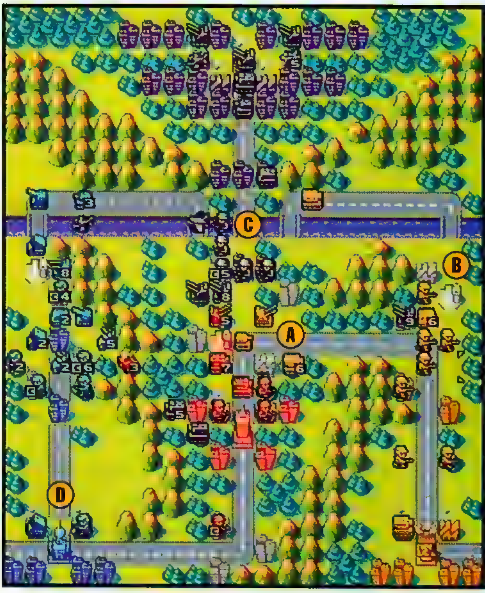
Take the three cities to the south as early as possible. It's important to distribute cities and factories evenly among your COs, but give these three cites to Andy. Build Infantry on your first turn, then use the APC or Transport Copter to ferry them to the cities.

Ⓒ ACCEPTABLE LOSSES

Sturm's major weakness is the steep terrain surrounding his home turf—he must funnel all of his troops over one bridge because mountains block on either side. Sturm has a large number of units at the beginning of the mission, so don't panic if he takes the three cities south of the middle bridge. Wait until Kanbei can get his troops into position, then move in and reclaim the cities one at a time. If you get too excited and have Andy rush north, you'll be decimated by Sturm's air force and Md. Tanks. Your goal is to survive Sturm's initial attack. If you can make it to Day 5 with Andy's HQ and factories still intact, you'll be in good shape.

Ⓓ FLYING HIGH

Sturm's air force must be eliminated. Attack the Bombers first, then Battle Copters and then Fighters. Move Grit's and Kanbei's Antiair and Missile units north on your first turn, then strike at Sturm's air units on turn two. Don't clump units together! Sturm will drop a meteor on turn two or three—and he usually aims for Grit—so spread your units out along the mountain range.



DAY 5

Ⓐ SLOW ON THE DRAW

As you can see, Epic Center failed to follow its own advice. The factory north of Andy's HQ is still unoccupied, as is the city west of the airport. If Andy had captured those areas, he'd have more money and an additional distraction for Sturm. Use Kanbei's units to clear out Sturm's forces so Andy can move in and take the area. Give Kanbei one of the four cities south of the middle bridge—he needs the money.

Ⓑ KANBEI ROLLS ON

Sturm will virtually ignore Kanbei for the first few turns, so take the opportunity to capture the cities, factory and airport on the east side of the screen. Send a few units west to help protect Andy's front line, then take a Md. Tank and block off the east bridge. Keep checking Sturm's Rockets to make sure they don't hit the Md. Tank.

Ⓒ A PYRRHIC VICTORY

As predicted, Sturm took the three cities south of the bridge with little trouble. The cost was high, however. Compare Sturm's forces on Day 1 with those on Day 5—you'll see how many troops he's lost. While Sturm uses his factories to rebuild, move north and take back what ground you can.

Ⓓ HOLD THE FORT

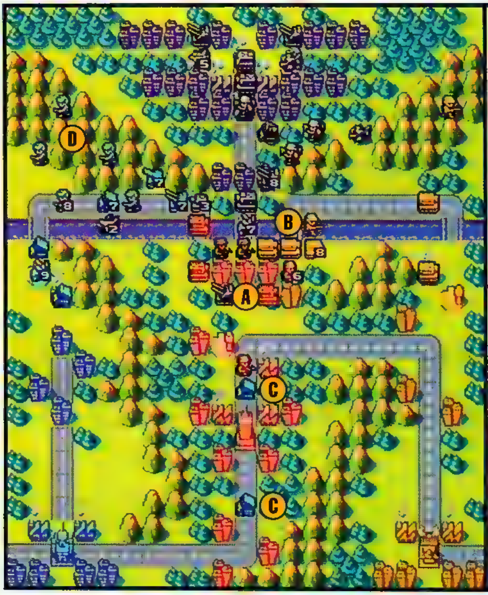
Sturm's air force has also suffered heavy losses, but Grit's units are hurting. Grit's neutral cities and factories are located in the north, and they take some time to reach. Use the APC to shuttle infantry back and forth between the southern factory and the cities. You can also build Rockets and send them along the southern road to help Andy hold Sturm at bay.

GRIT'S CO POWER: SNIPER

Grit's CO power increases the range and offensive ratings of all indirect combat units (Rockets, Missiles and Artillery) for one turn. It's a great way to take out Sturm's air units.

KANBEI'S CO POWER: MORALE BOOST

Morale Boost increases the offensive rating of Kanbei's troops for a turn. Kanbei's units cost more to deploy, but they have the highest offensive and defensive ratings in the game.



DAY 14

A ON THE RUN

Sturm is in trouble. He's lost all cities south of the bridge, and units are beginning to move into his territory. Keep the pressure on and start cranking out units. Andy should build Md. Tanks and infantry, Kanbei should build Md. Tanks and Grit should build Rockets. Have the COs construct Antiair guns, Missiles and APCs as necessary.

B NO GROUP HUGS

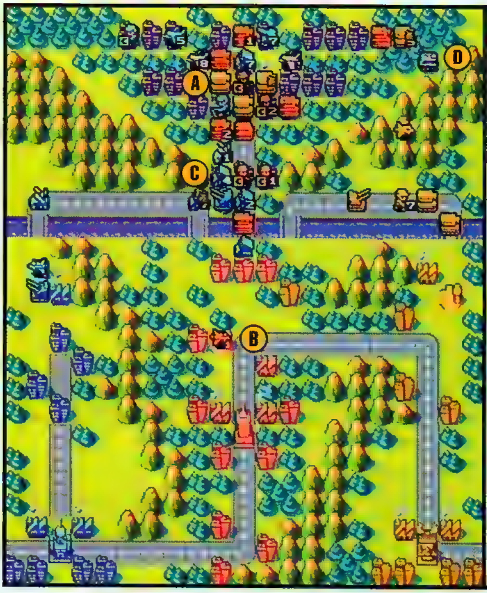
Kanbei has clustered two Md. Tanks and an Infantry close together. Combined with Andy's nearby Infantry, the units are simply begging to be smashed to pieces by an incoming meteor. Since Kanbei's units are so expensive, he would be well advised to space them out. You can also lure the meteor to a certain area by clustering a couple of Infantry units together with an APC. Sturm loves to drop meteors on APCs.

C SLOW AND STEADY

Grit has been building Rockets at his southern bases and moving them up the road toward Andy's HQ. While it's a decent strategy, keep in mind that Rockets have a very low movement rating and won't be able to help out for a few turns. Try to station Grit's indirect combat units in a city or other area with a high defensive rating.

D MOUNTAIN MEN

Once Grit's Infantry takes over all the neutral area on the west wide of the map, move into the mountains. Sturm will probably cut the Infantry to ribbons before they can take any of his cities, but it will pull precious defensive units away from your main frontal assault.



DAY 22

A VICTORY!

The day is won and the battle is yours. Notice where the units are stationed, then compare that with maps of the previous days. You'll see that friendly units have parked themselves on top of Sturm's factories, making it impossible for him to use them. Since it's tough to get Infantry units into the heart of Sturm's territory, using other units to block the factories is a near-perfect way to put Sturm out of business. The airports should also be blocked off in the same manner. Once you have secured the factories, rush to Sturm's HQ and capture it.

B NEW TOYS

By this time, your COs should have enough money saved up to buy expensive units like Fighters and Bombers. Use the Fighters to eliminate any air units that Sturm builds. You can also build a Transport Copter to zip Infantry to Sturm's HQ once you're ready for the final assault.

C BRING IT ON

Sturm can still use his Meteor attack, but you won't need to worry about it once you cut off his factories. Even though there are a number of units clumped together at point C, you're so far ahead of the game you can afford to let them get smashed, then rebuild. Try to pull the Meteor Strike away from Sturm's own HQ so he doesn't lower the capture rate of your Infantry units.

D LET NO ONE ESCAPE

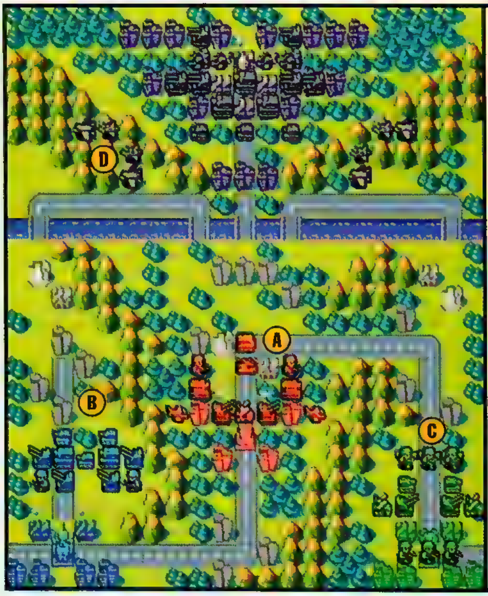
Sturm's only remaining land unit is an APC. If you can block the airports and use Fighters to eliminate the last of Sturm's Bombers, you can wipe out his land forces and win the battle without capturing the HQ. You receive a slightly higher Power ranking if you go that route.

FINAL BATTLE

—WITH ANDY, MAX AND SAMI

ANDY'S CO POWER: HYPER REPAIR

Andy's Hyper Repair restores two Hit Points to each of his units. It's a good counterbalance to Sturm's Meteor Strike.



DAY 1

Ⓐ PLAN B (SEE PLAN A)

Andy's strategy remains the same no matter who his allies are. Capture the factory and airport near the HQ, then send an Infantry unit or two south to take the three cities. Sturm doesn't have to worry about Grit's Missile or Rocket fire, so expect a full frontal assault right off the bat. Build Infantry and Mechs and hold out until Max and Sami can reach you with reinforcements.

Ⓑ A DIRECT HIT

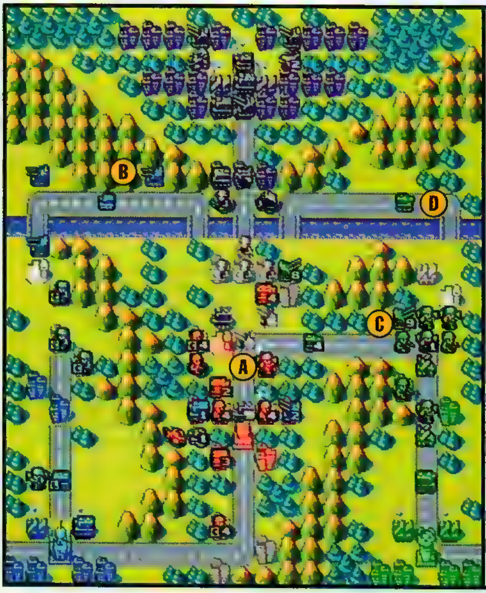
Max excels in direct combat, but there's nothing to attack for a few turns. Send your AA units north and try to lure some of Sturm's air force toward you with the APC. Max's AA units can eliminate any air unit with a single hit, but his Missiles are weak. Send a couple of Md. Tanks along the southern road to assist Andy.

Ⓒ RUN LIKE THE WIND

Sami, like Kanbei, will be ignored until she starts harassing Sturm's troops. Move north as fast as possible—taking bases along the way—and send your Antiair units to Andy's position. Position Missiles on the east side of the mountains and wait for enemy air units to come into range. Build two more AA units to protect the Missiles.

Ⓓ A FORCE TO BE RECKONED WITH

Your main concern is Sturm's air force. As mentioned, you'll have a much more difficult time of it without Grit, so be ready to suffer heavy losses in the first couple of turns. It's tempting to have Andy build AA units, but don't do it. Stick to Infantry and let your allies worry about the air force.



DAY 5

Ⓐ THE END FOR ANDY?

Notice that Andy is short on troops and that Sturm has lots of units near his HQ. Don't panic—it's normal. When Max and Sami are your allies, Sturm will concentrate all his forces on Andy, including the Meteor Strike. Just build Infantry units, capture all the buildings you can and try to hang on. (Also note that Sturm's air force has been completely wiped out—it's tricky, but you can do it if you position your troops correctly and have Max send an Antiair unit along the southern road.)

Ⓑ BRIDGE THE GAP

Have Max take and hold the western bridge, then send AA units and tanks along the road to attack Sturm's flank. Check the movement range of his Rockets and Bombers often, and adjust your position as necessary. Try to build up a small force of three to four tanks and use Max Power to deal Sturm some hurt.

Ⓒ RUN, SAMI, RUN

Sami is making good progress (except for clumping her troops together) and should be able to use her Tanks and AA units to help Andy. Once you've captured all the neutral cities on the east side of the map, use Double Time to move units through the mountains. See the next map for more on that strategy.

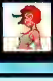
Ⓓ THE ROCKETEER

Sturm likes to place Rockets on the north side of the river, so station a Tank on the nearby road and wait for his Rockets to move up. When they do, race in and destroy them. Don't worry about the Tank—it's better to lose it than have Rockets bombard Andy's Infantry units as they try to capture cities.

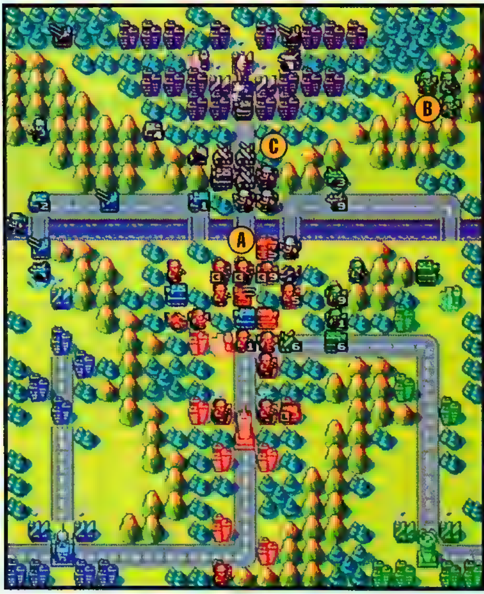
MAX'S CO POWER: MAX POWER

Max Power boosts the attack rating of all direct combat units. With Max Power engaged, you can usually eliminate an enemy with one shot.

SAMI'S CO POWER: DOUBLE TIME



Sami's power increases the movement range of her Infantry and Mech units. It's great for crossing mountains and capturing cities.



DAY 11

(A) CLOSE TO YOU

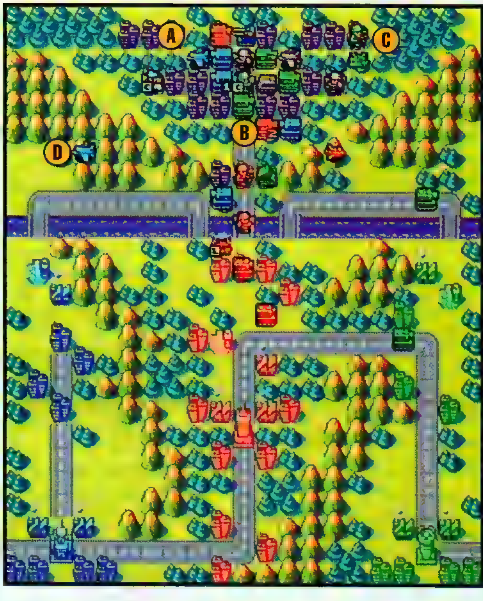
Sometimes it's hard to avoid clustering troops together, especially when Max is your ally. Since his strength is direct combat, you're forced to run Md. Tanks right up the heart of Sturm's defenses—which makes you easy pickings for a Meteor Strike. Have Andy build lots of Infantry units, then hold a few in reserve near the HQ. If Infantry units are damaged while trying to capture a city, you can move the fresh troops up and have them join with the damaged units.

(B) SNEAKY

Sami's CO Power allows her to race through the mountains and become a serious thorn in Sturm's side. In the case above, she has Infantry and Mech units ready to strike and Sturm has almost no defenses ready. Once Sami's units are close, move in and start taking over cities on the outskirts of Sturm's territory. If you can capture an airport or factory, so much the better. You can also use Sami's Infantry in conjunction with Transport Copters. Fly as close to Sturm's HQ as you can, then land the Infantry and use Double Time to race into the heart of his area.

(C) FIGHT FIRE WITH WATER

Look closely at the units that Sturm is building. Since he has a number of Missile batteries, it would be a bad idea to spend money on aircraft. Instead, build Md. Tanks and Rockets and pound away at his units. Likewise, if Sturm builds nothing but Rockets and Tanks, build a Bomber or Battle Copter to take them out.



DAY 22

(A) THE NOOSE TIGHTENS

Once you close in on Sturm, park your units on his factories to eliminate his production capacity. Max should be able to get a number of Md. Tanks over the bridge—use them to block factories or roam around eliminating stray units.

(B) FACTOR-IFFIC

Though it's hidden under a Md. Tank and hard to see, Sami has actually captured one of Sturm's factories. Sami's units move so quickly you can often get four or five into an area at the same time. While Sturm is running around trying to eliminate everything, one Infantry can sneak through to a factory and capture it on the sly.

(C) ON THE OUTSKIRTS

Again, it's Sami to the rescue. The Transport Copter actually serves a dual purpose: It gets units across the mountains quickly and provides a nice distraction. Sturm almost always eliminates Transport Copters and APCs before anything else, so use that knowledge to direct fire away from more essential units.

(D) BOMBS AWAY

Finally, you can see that Max is cranking out Bombers. Once Sturm's front is broken, Max can make the powerful flying fortresses and rain destruction down on the enemy. Alternate construction of Bombers with Md. Tanks for the greatest effect.

THE BIG OL' DAMAGE CHART

Want to know the best way to attack a Submarine? Trying to find out how to eliminate those pesky Mechs? The Damage Chart below shows which units are the most effective for certain attacks. To read the chart, locate your unit in the leftmost column, then follow across to the unit you wish to attack. If the square is empty, you cannot attack that unit. Numbers range from one to five—one is the lowest amount of damage and five is the highest.

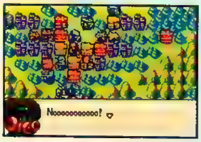
LAND **SEA** **AIR**

1—SAVE YOUR AMMO
2—STOP POKING ME
3—NOW YOU'RE TALKIN'
4—THAT'S GOTTA HURT
5—BOOM!!!

ATTACK UNIT	INFANTRY	MECH INF	APC	RECON	TANK	MD. TANK	ARTILLERY	ANTIAIR	ROCKETS	MISSILES	LANDER	CRUISER	BATTLESHIP	SUBMARINE	B COPTER	T COPTER	FIGHTER	BOMBER
INFANTRY	2	2	2	1	1	1	2	1	2	2					1	1		
MECH INF	3	2	4	4	3	2	4	3	4	4					1	2		
APC																		
RECON	2	2	2	1	1	1	2	1	2	1					1	1		
TANK	4	4	4	4	2	2	4	3	4	4	1	1	1	1	1	2		
MD. TANK	5	5	5	5	5	3	5	5	5	5	2	1	1	2	1	3		
ARTILLERY	5	5	4	4	4	2	4	3	4	4	3	3	2	3				
ANTIAIR	5	5	3	3	2	2	3	2	3	3					5	5	3	3
ROCKETS	5	5	5	5	5	3	5	5	5	5	5	5	3	3				
MISSILES															5	5	5	5
LANDER																		
CRUISER														5	5	5	3	3
BATTLESHIP	5	5	5	5	5	3	5	5	5	5	5	5	4	5				
SUBMARINE											2	3	3	5				
B COPTER	4	4	3	3	3	2	3	2	3	3	3	2	2	2	3	5		
T COPTER																		
FIGHTER															5	5	3	5
BOMBER	5	5	5	5	5	5	5	5	5	5	5	5	5	4				

FIGHT ON

It might take you two or three tries, but you can defeat Sturm. Keep your hopes up, think before you move and plan ahead to achieve total victory. And if The Final Battle seems too easy, try defeating it with Olaf and Drake as your COs!


Nooooooooooo!

Like all high-class villains, Sturm screams "Nooooooo!" when you defeat him.

MORE MAIL, MATES!

Why did we cover Advance Wars? Because our readers wanted to see it! Keep sending e-mail our way—we'll try to squeeze in as many requests as we can.

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EVERYONE E
MILD VIOLENCE
CONTENT RATED BY ESRB

Criterion

PlayStation 2

NINTENDO GAMECUBE

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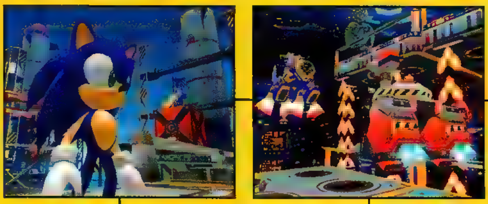
*Link cable sold separately



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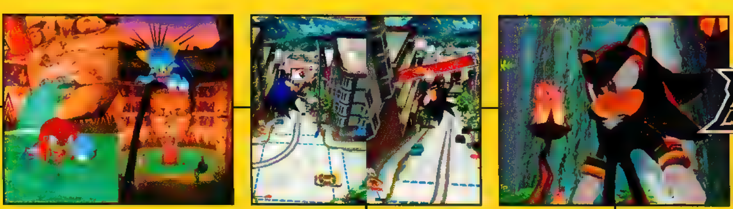

SONIC ADVENTURE 2 BATTLE

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EVERYONE
E
CONTENT RATED BY
ESRB

Violence
Mild Lyrics

NINTENDO GAMECUBE

Capcom pays a visit to the RPG vault and emerges with an updated version of a Super NES classic for Game Boy Advance.

BREATH OF FIRE II™

EPIC CENTER

SPECIAL REVIEW

EVERYONE E Mild Violence
CONTENT RATED BY ESRB

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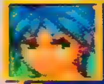
HOT TO TROT

Breath of Fire II builds on the model of its predecessor with new playable characters and a more complex story line. Take up the sword again as warrior Ryu, then try to unravel a conspiracy of religious zealots before their evil master comes to power.

FIRE CREW

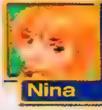
Ryu won't be able to save the world without help from a variety of combat-ready critters he'll meet along the way. Each character has a set of skills that will aid you in battle, and most of them have unique abilities that will help you get around in the game.



Ryu

ABILITIES: Dragon Transform and Fishing

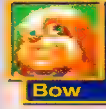
Ryu can transform into a dragon during battle to unleash devastating magical attacks. He can also participate in a fishing minigame if you remember to buy appropriate bait in your travels.



Nina

ABILITY: Flying

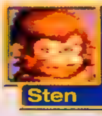
The lovely Windian princess can cast spells with the best of them and summon some useful winged transportation. Calling on her sister/bird is the only way to reach some destinations.



Bow

ABILITY: Rolling

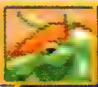
Ryu's canine pal can bag a buck—and other types of prey—with his crossbow when he's at the front of the party. Hunting grounds that look like a patch of grass will randomly appear on the map.



Sten

ABILITY: Stretching

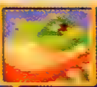
The mighty monkey from HighFort is a fast fighter and limber leader. He can pull the party across small gaps in the terrain. Look for posts on either side of the gaps.



Rand

ABILITY: Flying

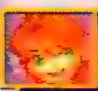
The burly former farmer is formidable with his fists. He also can curl into a ball to propel the party across the countryside. If you run into something, the odds are good that you'll need to fight a battle.



Jean

ABILITIES: Hopping and Swimming

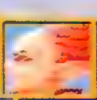
SimaFort's amphibian heir apparent can hop over obstructions that would stymie other party leaders. His ability also allows you to travel with relative speed.



Katt

ABILITY: Battering

Katt is a quick and powerful fighter, plus she can put her staff to good use when you travel across the overworld. Put her in front of the party to open doors, activate switches and hunt animals.



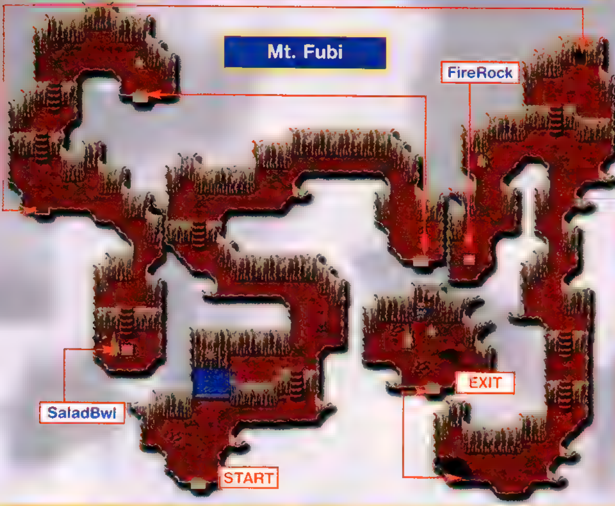
Spar

Ability: Trailblazing

Spar may be a big-shot adventurer, but he never forgets his roots-because he's a walking tree. Use him to lead you through otherwise impenetrable forests.

ANOTHER VILLAGE, NOT MY OWN

After a short, interactive prelude that introduces Ryu—whom you will name and keep as a permanent character in your party—you will start the main adventure in HomeTown with Bow at your side. When you reach Mt. Fubi, remember to drink from the pool near the entrance to restore your HP so you're prepared for the monsters inside.



1 If You Knew Suzy...

Your first job as a Ranger is to locate a missing pet named Suzy—the disappearance has ruffled her owner's feathers. It doesn't hurt to talk to a few people in town before you depart.

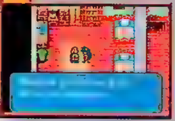
2 Fubi Fighters

Your pet project will take you south to Mt. Fubi. Fight three Harpies to gain entrance to a cave, exit the cave then retrieve the pet from Niro in a building just beyond the mountains.

3 Sleepy Surveillance

After a grateful Mina heads off to Windia, go to your room in an inn near the Ranger Guild. A cut scene will show Bow agreeing to steal a Magic Hood for a man named Kilgore.

4 Furry Fugitive



After you wake up, HomeTown will be in an uproar over the stolen hood. Return to your room after discussing the matter with townspeople, talk to Bow, then take your friend to Niro's place.

FIGHT AT THE COLISEUM

After you deposit Bow at Niro's house, you'll need to go off on your own to find the real thief, the winged girl who bumped into you in HomeTown. Your first stop is Coursair, a rough-and-tumble city northeast of Mt. Fubi. There, you'll meet Katt and Rand, two excellent scrappers who will join your party.

5 Ax Battle

A little detective work in Coursair will put you on the trail of a female warrior. She's set to fight the ax-wielding Baba in the Coliseum. Leave town, head north to TagWoods, ride the trams until you reach Baba, then fight him for the ax.

6 Rough Interview

Baba's ax is your ticket in to the Coliseum, where you'll be asked to interview with the HR Director. By the looks of him, it must be casual Friday at the office. Fight the burly bureaucrat for the right to enter the fighting competition.

7 A Thorny Subject

poisoned needle

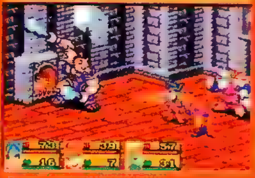
As you get ready to fight, Augus—a corrupt manager—will tell you the fight is fixed. Your opponent is to be shot with poison needles at the end of the battle. Tell Rand, the kindly fight promoter, about the plot—he'll give you the antidote.

8 Katt Fight

Katt shouldn't be difficult to defeat, but the process may take a little while. The most important thing to remember is to push her forward when you see that the poison needles are about to be unleashed. You'll need her help for a future battle.

Boss: Augus

Ryu's Level 9

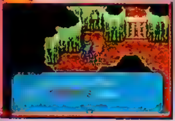


After Rand and Katt join your cause, return to Augus's office in the Coliseum. After you confront him, he will transform into a wolflike monster. Defeat him using all three members of your party.

JOKER GANG HIDEOUT

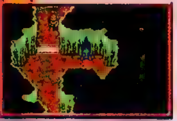
Back in HomeTown you'll witness a tough Windian named Nina thrashing some no-goodniks in front of the Magic School. Poke around inside the school to learn more about the Joker Gang, then head to their cave to rescue Mina.

9 Family Affair



Strike up a conversation with every Joker you meet in the cave—they'll give you the scoop on who's related to whom in the gang. You'll need the info to move past a guard.

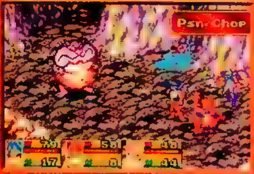
10 Hand Out



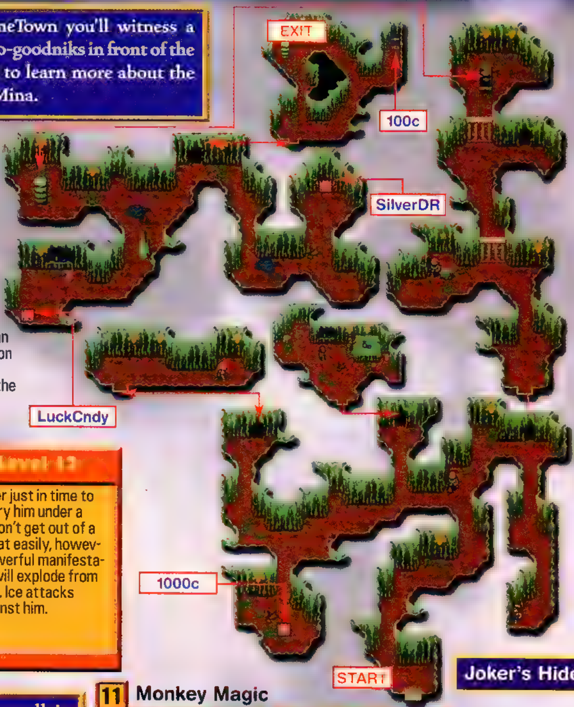
Another guard will ask you to stick your hand into a hole as an act of allegiance, but you'll soon learn that it's a trick. Fight the arachnid beast to move on to the core of the hideout.

Boss: Joker

Ryu's Level 12



You'll find Joker just in time to watch Nina bury him under a boulder. You won't get out of a boss battle that easily, however. A more powerful manifestation of Joker will explode from under the rock. Ice attacks work well against him.

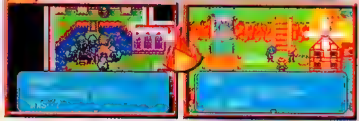


Joker's Hideout

BOY IN THE WELL

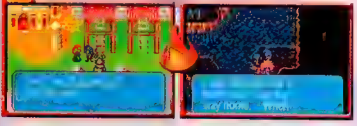
You must enter a well in Capitan to save a boy from monsters, but first you'll need to stop off in the northern city of Windia to learn more about Nina—and to pick up a monkey.

11 Monkey Magic



Sten will seem like a pest, when you meet him on your way out of Windia. After the mediocre magician joins your party, however, you'll discover that he is a beast in battle.

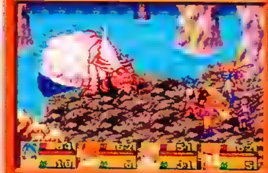
12 Ray Leads the Way



Once in Capitan, you'll enter the town's cursed well then find Ray—an important man in St. Eva's—battling monsters. Follow him to the child who is trapped on a small island.

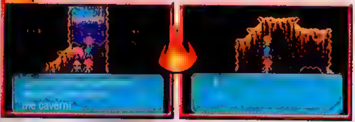
Boss: Terapin

Ryu's Level 19



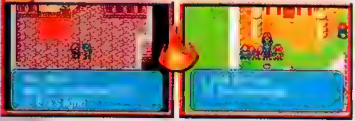
After you reach the stranded child, Terapin will rise from the water to fight you. Use all four members of your party and earn 2,400 experience points.

13 Face-Offs



While Ray holds a flood at bay, your party must round up the remaining people trapped in the well. Each is possessed by a Ciroru. Use your Control Pad to focus your attacks on monsters, rather than people.

14 Useful Blessing



Take Ray back to the village where you met Niro. Ray will bestow a blessing upon you. If you've saved all the villagers in Capitan, you'll get a great spell. If you missed a few—or accidentally hurt them—you'll get a lesser spell.

THE FROG PRINCE

After you receive the blessing, return to Capitan to pursue the elusive hood thief. You'll find a ferry waiting to take you to the large island to the west, where amphibian intrigue awaits you.

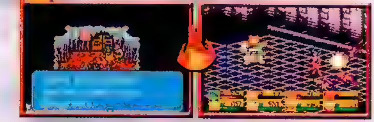
15 Source of the Sorcery

Enter the forest then talk to a group of frogs to hear Jean's sob story about a witch's curse. You must travel to the Witch's Tower to the west, find the accursed Nimufu, then defeat her to learn how to reverse the spell.

16 Lip Unlock

As it turns out, all you have to do is kiss the frog to turn him back into . . . a different kind of frog. Put Nina or Katt in the front of the party then press A to kiss the critter. He'll take you to SimaFort, where he may croak.

17 Bad Kitty



An imposter has taken Jean's place in his absence, and the only way to prove his identity is to retrieve his Royal Ring from Nimufu. She's at the Wild Cat Restaurant in a cave to the west. You'll have to fight an unarmed battle to reach her.

18 Roach Wrangling

The royal title dispute in SimaFort must be settled with a cook-off. Help a messenger on the roof to gain access to an elevator. Take the elevator down to the basement then fight a giant worm and a cockroach, one of the main ingredients.

19 Super Fly

You need to fight the fly twice. It'll stop the first fight prematurely, but you won't be so lucky the second time. Don't try to wear it down with minor attacks. Unleash a Dragon Spell to wear down its HP, then use each character's most powerful attack.

20 Iron Chef

Jean and the imposter will prepare dishes for a panel of taste testers. The fix is in, however, so don't expect a tidy resolution of the dispute. After the dust settles, you'll need to take the secret elevator in a nearby bathroom to reach Jean and his sister Petape.

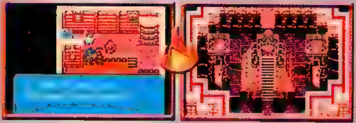
Boss: Kuwadora

Ryu's Level 21

When you confront the imposter you'll discover that he is actually Kuwadora, an evil monster. Be sure to stock up on Life Pills, or his Death spells may wipe out your party.

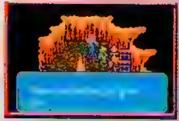
Dragon Spells

The Accidental Shaman



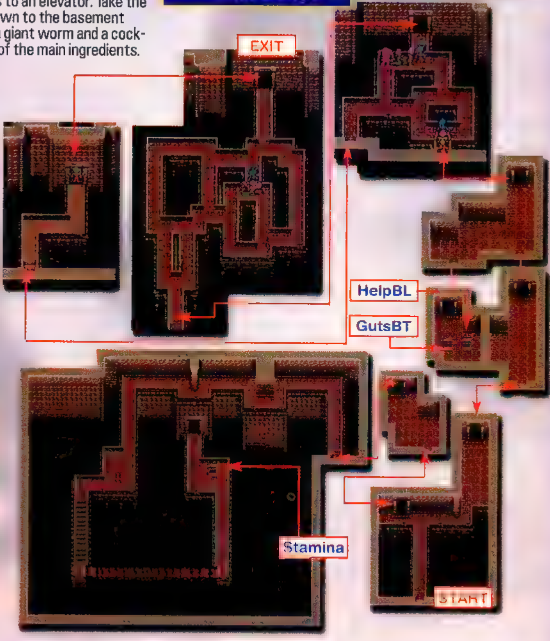
Talk to a girl near the Capitan Item Shop after you receive St. Eva's blessing and before you take the ferry to the western island. She'll invite you to a séance, where her Granny will awaken your Dragon Powers. If you take the duo to TownShip, Niro's village, they will build a chamber where you can fuse Shamans' souls to party members.

Lizard King



Once you awaken the Dragon Powers inside you, you will be able to unleash terrible spells against your foes. Each time you use a Dragon Spell, you'll use up all of your Ability Points (AP).

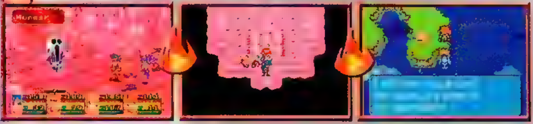
SimaFort Dungeon



WHALE AND SPAR

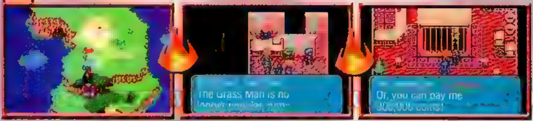
You'll face a long and complicated series of adventures on your way to recruiting the last critical member of your party, the plantlike Spar. Clear up Bow's dilemma first, then enter the belly of the whale for some high-seas travel.

22 Sleepy Sea Creature



Put Jean in the front of the party, then hop to the house on a peninsula south of SimaFort. Enter a "cave" that is actually the belly of a whale. Put Katt in the lead so she can open entrances. Locate the Stone Doll, defeat it, then whack the whale's uvula to awaken the beast. Maiyoru will give you the Whale Whistle on the beach when you are finished.

23 Vegetable Boy

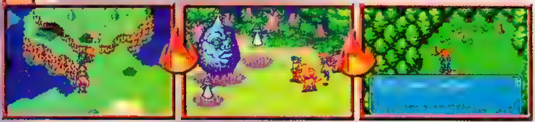


The Grass Man is no

Or, you can pay me

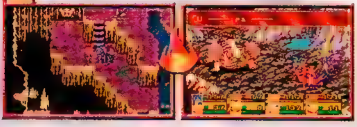
Call the whale from a beach then ride him south until you find an island with a carnival tent. Pay the fee to see the carnival attraction—the Grass Man—then confront the Ringmaster. He'll propose a deal: the Grass Man for an Uparupa.

24 Terrible Triplets



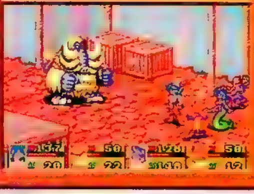
Head for the hunters' shack near Capitan, then go through it to the forest path behind it. There you'll confront three fierce opponents who will continually heal each other's HP during battle. Focus all your might—including Dragon Spells—on the middle attacker, then defeat the other two. Grab the OwlFruit when you're finished.

25 Bait and Smash



Enter the Uparupa Cave through an entrance in a cliff south of Coursair. Catching the creature is easy: Place an OwlFruit in front of a cave opening, step back, then grab the creature while it pulls the fruit back into its cave. The Thunder Puppy Dragon Spell is particularly effective for subduing your prey.

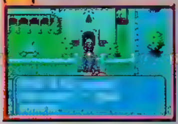
Boss: M.C. Tusk



[illegible]

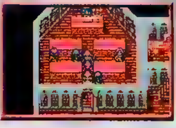
Return to the carnival, then refuse to give the Uparupa to M.C. Tusk. He'll transform into a monster, and you'll have another big battle. He's tough, but you'll do fine if you use Fire Puppy and other fire spells. After you've won, Spar will join your party.

21 The Dog Walks

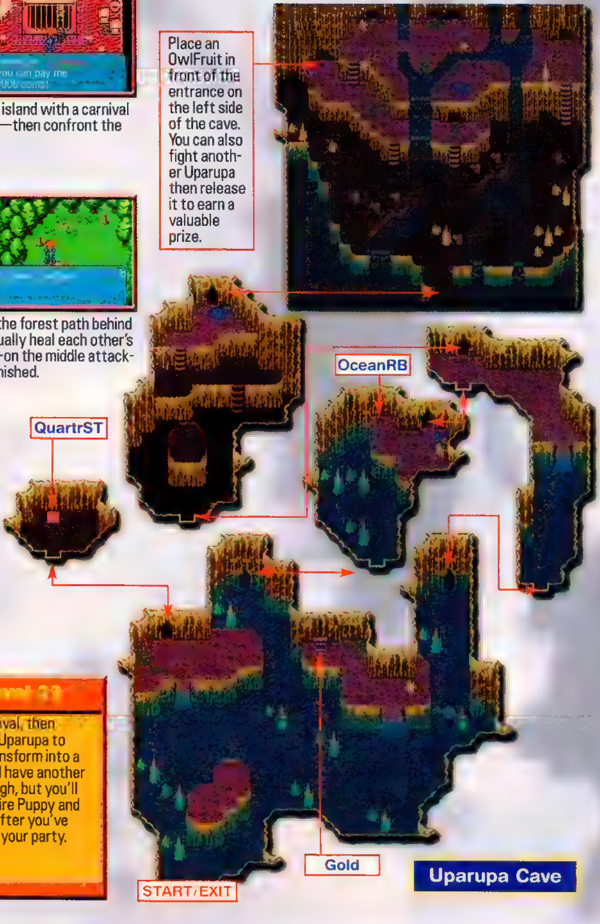


Remember to pick up the thief on your way out of SimaFort. You'll need her to prove Bow's innocence back in HomeTown. Take her to Trout's house then sneak back in later with Bow to rescue her. Trout is actually—you guessed it—a monster.

Bleu Bonus



To add Bleu, a powerful magician, to your party, you'll have to venture southeast to a desert beach. Find the faint circle in the sand, enter Bleu's house, then talk to the ghosts. Go to the Magic School to find the sorceress.



Place an OwlFruit in front of the entrance on the left side of the cave. You can also fight another Uparupa then release it to earn a valuable prize.

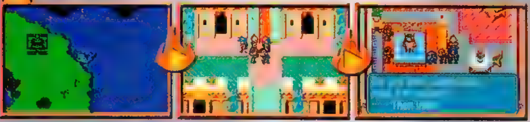
TUNLAN AND HIGHFORT

The next leg of your journey involves a forgetful tree and some unpleasant memories that Sten would just as soon forget about. To awaken the Great Wise Tree's memories, the mighty monkey will need to confront his past.

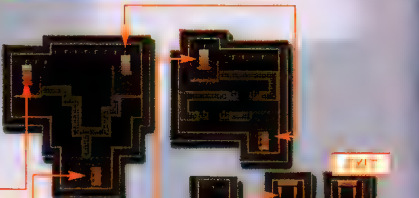
26 Getting to Gandaroof

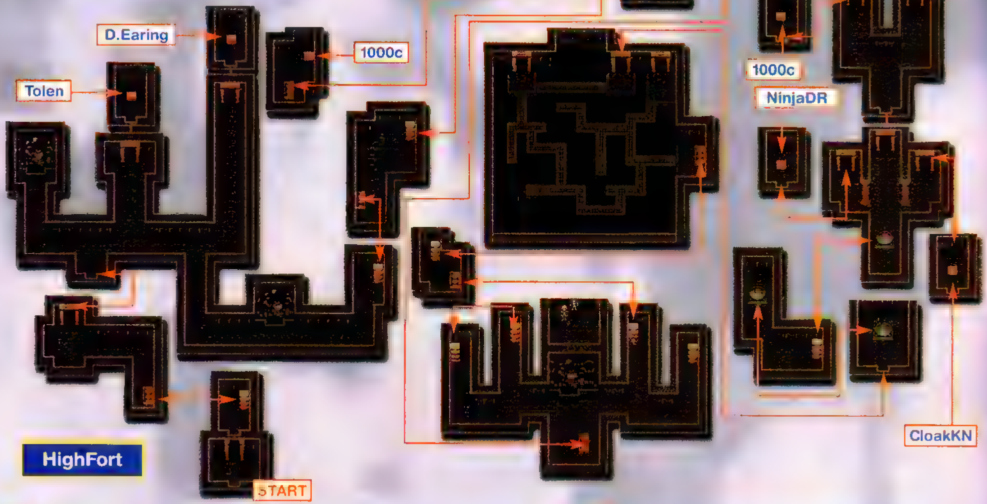
Have Spar lead the party so you can push through the forest west of Maiyoru's cave. Gandaroof is the large tree in the middle of the forest. Spar promised you some answers from the big tree, but you'll need to find a Therapy Pillow in Tunlan first.

27 Fight for the Famous Flute



HighFort is on a cliff on a southeastern island. Use Sten to swing across a gap at the entrance, then talk to Trubo, Sten's estranged war buddy. After he hears Trubo's story, Sten will leave the party. Take the remaining three members of your party to the top of HighFort to see Shupkay.





28 One Is the Loneliest Number

what happened?

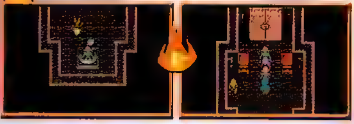
After the rest of the party becomes trapped, you'll take control of Sten. Find Trubo, fight an intense aerial battle, then form an alliance. Make your way through the fort to confront Shupkay, who will drop you into a pit with the rest of the party.

Boss: Shupkay

[illegible]

Shupkay is relatively easy to defeat, particularly if you've added Bleu, who is already at level 32 when you find her, to your party. Just keep hammering him and healing your best fighters. Once he's defeated, all heck will break loose. Just ride it out—you'll get your precious flute, and Sten will rejoin your group when you exit HighFort.

29 The Evil Monkey's Plan



Work your way through the fort's confusing stairways and warps until you find Trubo. He'll tell you about Shupkay's deadly weapon. Leave the excitable monkey warrior behind to stop the machine while you confront Shupkay himself.

30 Royal Pain

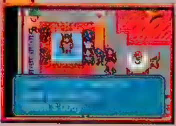
Sten obtains the Mushroom
Sten obtains Mirror

Return to Tunlan to find a queen who desperately needs a magician named Gedd. He's on a nearby island. Take him to Tunlan, then retrieve his equipment from his house.

GREAT WISE TREE

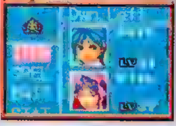
Before you can unlock the secrets in Gandaroof's mind, you'll need to administer some invasive treatment with the Therapy Pillow. To get the pillow, you'll need to perform some violent liposuction inside the Queen of Tunlan. Who needs a medical degree?

31 Chubby Chasers



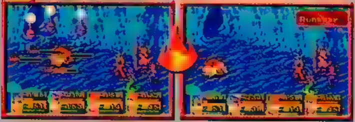
If you find the appropriate mushroom on the cliff at Gedd's place, his assistant will give you a mirror. Give the mirror to Gedd so he can insert you into the queen's body.

32 Follow the Dancing Demon



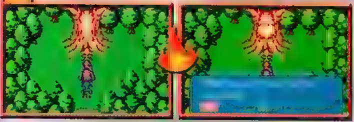
As you move through the queen, keep checking the indicator in the upper-left corner of the Pause menu. You won't be able to leave until you've defeated all the monsters.

33 Flatten Fatties



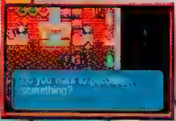
The monsters inside the queen—particularly the Fatties—are tough, spell-casting opponents. Try to knock out as many of them as you can at the beginning of each battle, because each of them can use damaging attacks like Sonic Boom.

34 The (Plant) Cell



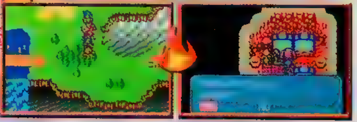
When the queen is thin again, she'll give you the Therapy Pillow. Return to Gandaroof with Spar at the front of the party, then enter the old tree's demented mind. You'll have three towns to visit on the tiny dream island.

35 Retirement Village



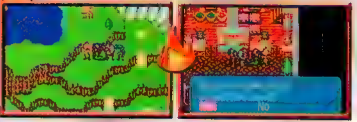
The first town you'll come across in the old tree's Dream is filled with old men. There won't be much to do there other than to ask a few questions and buy weapons at the Armory.

36 The Mind at Rest



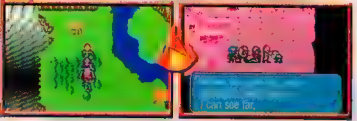
Go to the city on the east side of the island to pick up some information and catch some shut-eye. It has the only working inn in Gandaroof's Dream. Come back if you need a rest.

37 Childhood Memories



The third town is populated by children, but they are wise beyond their years. They are the only denizens of Gandaroof's Dream who know how to return you to the waking world.

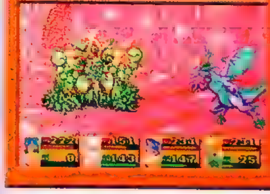
38 Nightmare Nearsightedness



When you return to the town of old men, it will have changed into the Memory Tower. Your vision will be distorted by nearsightedness, so walk carefully and accept help when it is offered.

Boss: Aruhamel

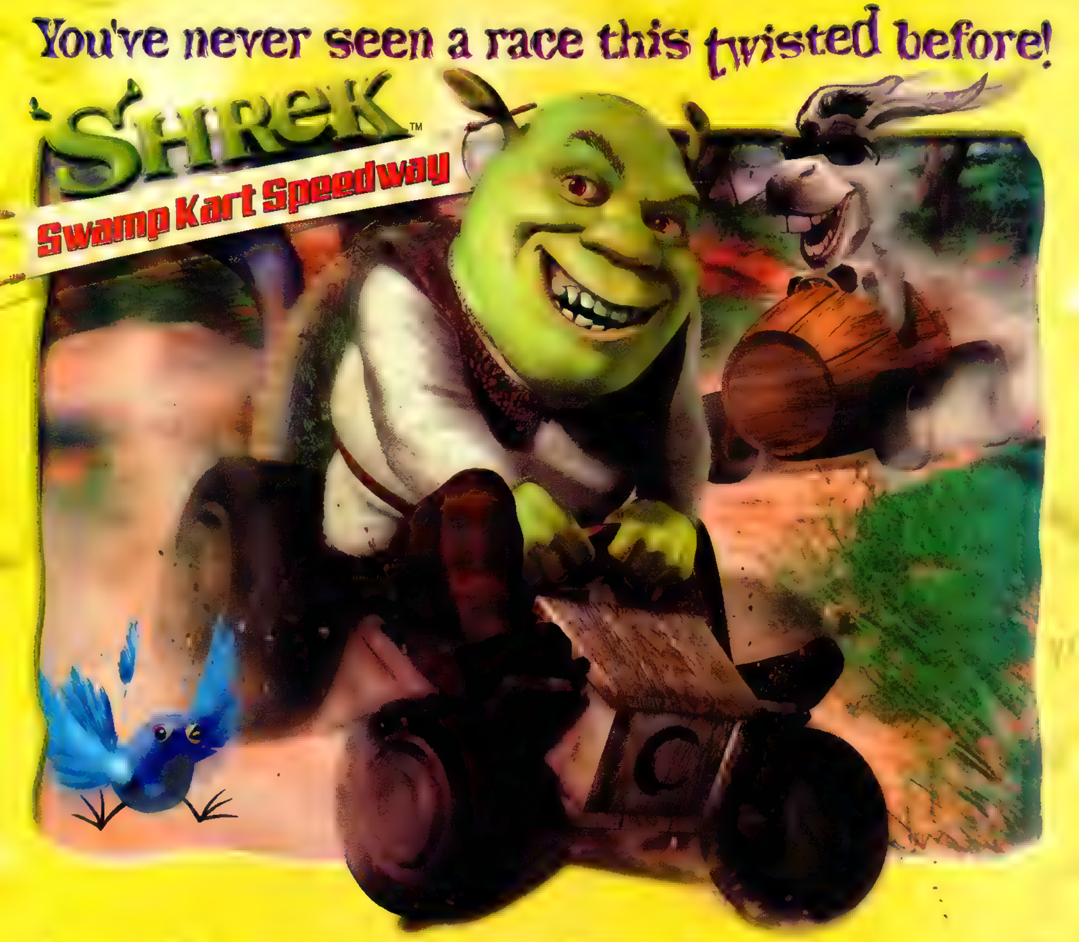
Ryu's Level [illegible]



Use your most potent magic spells against Aruhamel right away, because he will continually cast spells to make you forget your magic. Don't worry—while he's attacking your magic, fighters like Rand and Katt can whittle down his HP. After you defeat him, cast an Exit spell to leave the tower.

BURNING QUESTIONS

Will Ryu figure out what happened to his family? What is the creature that your enemies worship? Will Spar turn orange next fall? Keep playing to find out, because you'll be only about halfway through the game when you defeat the memory demon, Aruhamel. Turn to Epic Center for answers in the coming months.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Will you live happily ever after?

EVERYONE E Comic Mischief CONTENT RATED BY ESRB

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RAPTORS
15
Be a streetball legend.
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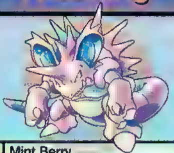
Pokécenter

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Dan Karkevandian from Summit, New Jersey, has learned a lot from message boards online, and his education shows in his accomplished team. He obviously sees a lot of promise in the Eevee line of Pokémon—three of his team members descended from Eevee. The Pokémon's great malleability is quite a lure for many Trainers, and the resulting Pokémon are generally fine examples of their types. Dan puts a lot of faith in his Jolteon, Vaporeon and Espeon.

Nidoking



Item Mint Berry

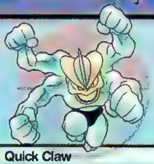
- Earthquake
- Counter
- Ice Beam
- Rest

Vaporeon

Item Bright Powder

- Surf
- Double Team
- Rest
- Body Slam

Machamp



Item Quick Claw

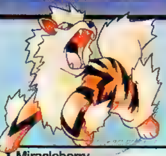
- Earthquake
- Rock Slide
- Cross Chop
- Fire Blast

Jolteon

Item Leftovers

- Thunderbolt
- Thunder Wave
- Attract
- Substitute

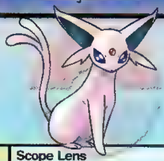
Arcanine



Item Miracleberry

- Crunch
- Roar
- Fire Blast
- Sunny Day

Espeon



Item Scope Lens

- Psychic
- Morning Sun
- Bite
- Reflect

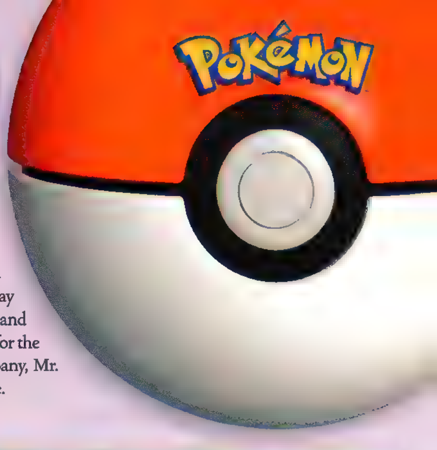
Dan is especially proud of his female Jolteon, which he considers the strongest Pokémon on his team. Jolteon uses Thunder Wave and Substitute together to protect itself from powerful attacks, and it can use Attract when the opposing Pokémon is male. Thunderbolt's reliable power supplies the final spark. Dan's Espeon provides Reflect to make up for the team's weakness against Physical attacks, Bite to take down fellow Psychic-types, Psychic for opposing Machamp and Morning Sun to regain energy. Morning Sun works even better if Arcanine has used Sunny Day.

MACHAMP
BLISSEY

It's super effective!

Many of Dan's team members are there to deal with specific Pokémon he frequently sees on other Trainers' teams. His Machamp is designed to take on tough Normal-types like Blissey and Snorlax with Cross Chop, and fire-vulnerable types like Skarmory and Exeggutor with Fire Blast.

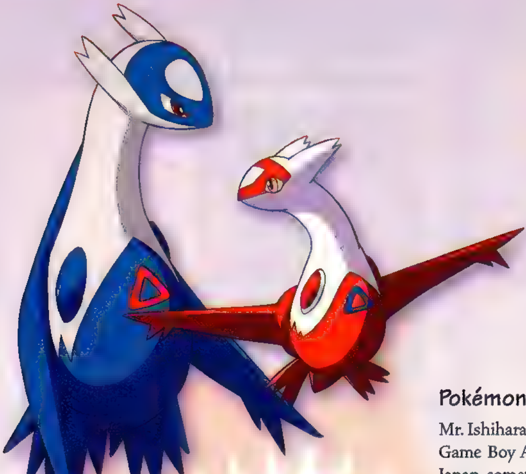
News from Japan

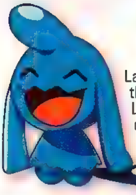


A press conference was held in Japan to announce the latest Pokémon movie, Guardian Spirits of the Water Capital: Latias and Latios.

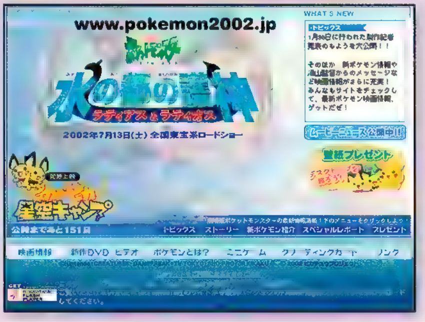
The movie, which hits theaters in Japan in July, features three new Pokémon. The movie takes place in a beautiful city filled with complex, mazelike canals and stars Ash, Pikachu and the mysterious Latias and Latios. A short feature, "Pika Pika Starlight Camp," will play with the film. Many of the actors featured in the film attended the press conference, and several people involved with the film chose to dress up in Pikachu yellow. Also on hand for the movie announcement was Pokémon Producer and president of the Pokémon Company, Mr. Tsunekazu Ishihara, who revealed a few secrets about Pokémon for Game Boy Advance.

New Pokémon





Latias, the smaller, red-and-white creature, and Latios, the large, blue-and-white creature, are brother and sister. Latias and Latios are the Japanese names, and they may change. The flying guardians of Water City appear in the main movie. The light-blue creature is a pre-evolution of Wobbuffet called Sohnano in Japan. It appears in the short film, "Pika Pika Starlight Camp," which also features Pikachu.



2002年7月13日(土) 全国東宝系ロードショー

公開まであと151日

1月30日に行われた制作記者発表のもようを大公開！！

そのほか　新ポケモン情報や湯山監督からのメッセージなど映画情報がさらに充実！みんなもサイトをチェックして、最新ポケモン映画情報、ゲットだぜ！

You can visit the Pokémon movie site at www.pokemon2002.jp to see the new Pokémon. If you don't read Japanese, you can still look at the pictures of the new Pokémon and other images from the movie, and maybe even pick up a new desktop picture or two. The site is Flash-based.

Pokémon for Game Boy Advance

Mr. Ishihara didn't reveal everything fans want to know about Pokémon for Game Boy Advance, but he did say that the game is slated for release in Japan sometime in the fall of 2002. Pokémon fans may remember that Pokémon such as Lugia and Togepi appeared in movies and TV before they appeared in the games, so there's a chance that the new Pokémon could appear in Pokémon for Game Boy Advance. Release dates for North America have not been set. Keep reading Pokécenter for more on the exciting new Pokémon game!

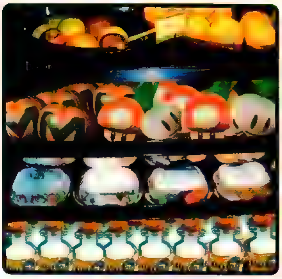
BEHIND THE SCENES AT NINTENDO POWER

Join us at Nintendo's beautiful headquarters on April 1, 2002, in Redmond, Washington, as we take an inside look at the premier Nintendo magazine.

The Workday Begins

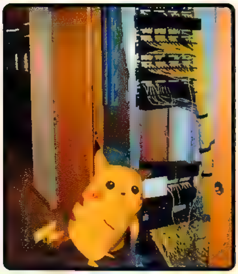
Employees arrive at Nintendo of America for another productive day. Unlike many companies, Nintendo has a no-reserved-spaces policy. Parking is first come, first serve. Not even the executives of the company have their own reserved spots.

Health Food



Most days, Nintendo's employees, especially the health nuts at Nintendo Power, fuel up at the world-famous Cafe Mario. The eatery features farm-fresh foods from around the globe, and tasty beverages, too!

Powering Power



It takes a lot of complicated machinery, technology, paper and, of course, electricity to keep a magazine running smoothly. Only the most qualified electricians can be trusted with the high-power needs of such a high-profile magazine.

Hard Work

Nintendo Power is staffed with the hardest-working pros in the industry. They toil for hours writing and researching the games so the magazine and Player's Guides will be the best they can be. Research is strenuous, but somehow the NP staffers give it their all.

Staying Fit

Nintendo is always concerned for the health and welfare of its employees. Ample resources are available for Nintendo's worker bees to enjoy.

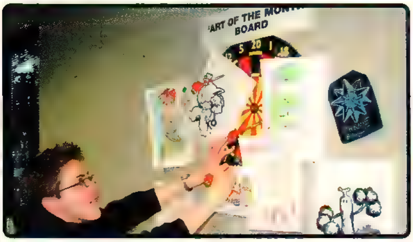
Cover Story

The designers for Nintendo Power use a sophisticated imaging program to lay out ideas for Nintendo Power's cover.

Decision Making

The staff of Nintendo Power meets frequently to discuss important subjects such as magazine branding, website/magazine synergy and other strategic issues. High-ranking Nintendo officials often stop by to lend their expertise.

Art of the Month

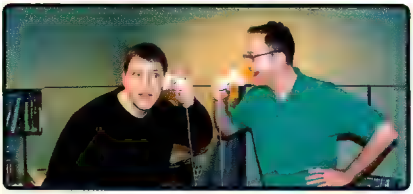


Player's Pulse is full of great art, and there is a time-honored tradition for selecting the Art of the Month winner.

Picking Winners

Every month, Nintendo Power receives thousands of entries into the Player's Poll contest. The entries are treated with the utmost care and respect, and the winners are scientifically selected. Shown is one proven technique for picking a contest winner on April 1, 2002.

Chatty Coworkers



Nintendo.com employees test out the latest in chat technology. Soon, nintendo.com visitors will be able to chat online with the NP Krew and other Nintendo luminaries!

Powerful Dedication

Life at Nintendo Power isn't always fun and games, but the staff wouldn't have it any other way. The writers, designers, editors and support staff give their all every month to ensure that a great product makes it to the Nintendo fans.

THE GAM

ALL-STAR BASEBALL™ 2003

Featuring Derek Jeter

EVERYONE E CONTENT RATED BY ESRB

PlayStation®2

GAME BOY ADVANCE

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- The most realistic player representations ever with [illegible] technology
- New Franchise mode: build and play your favorite teams
- All-new Expansion Play: add Major League Baseball® cities, [illegible] and teams
- First-ever in-game trading cards: collect, trade and unlock cheats
- **National Baseball Hall of Fame™** teams: Mike Schmidt, Reggie Jackson and Yogi Berra
- Exclusive 3-man broadcast booth: Bob Brenly, Thom Brennaman and Steve Lyons

Sonic Treasure Hunt

Sega's hedgehog hero has tracked a fortune to an island resort. Fly to Jamaica and help him dig it up!

Beaches
By Sandals Resorts

VOLUME 155 PLAYER'S POLL CONTEST

FILL THIS OUT TO ENTER!

Name

Address

City State/Prov. Zip/Postal Code

Telephone No

MBR# ☐☐☐☐☐☐☐☐–☐V
(Located above your name on the mailing label)

Birth Date ☐☐☐☐☐☐

A How old are you?
1 Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
1 Male 2. Female

C. Do you own a Nintendo GameCube (GCN)?
1. Yes 2 No

D. Do you own a Game Boy Advance (GBA)?
1. Yes 2 No

E. How interested are you in linking your GCN and GBA consoles to access special features on selected games?
1 Very interested 2. Somewhat interested 3. Not very interested

F What type of game do you think would benefit most from GCN/GBA link features? (Circle one only.)
1. Sports 2. Fighting 3. Action 4. Puzzle 5. Racing
6 Platform 7. RPG 8. Strategy

G. If you owned a GBA game with a link feature, would you want to buy the compatible game for GCN?
1 Yes 2. No

H. If you owned a GCN game with a link feature, would you want to buy the compatible game for GBA?
1. Yes 2. No

I. If you don't have both GCN and GBA, does the link feature make you want to buy the one you don't have?
1. Yes 2. No

J What types of link features interest you most?
1. Trading characters
2. Concealing game information in multiplayer games
3. Storing and transporting game data
4. Using the same character in more than one game
5. Adding options

Back Issue/Player's Guide Order Form

Catch up on the classics! Order from among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling

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Don't Miss Out!

Back issues of Nintendo Power and Official Nintendo Player's Guides have all the gaming information and strategies that you won't want to miss, and it's all straight from the source.

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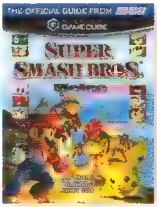

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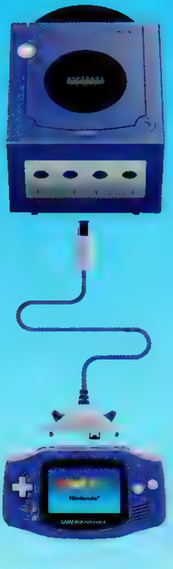
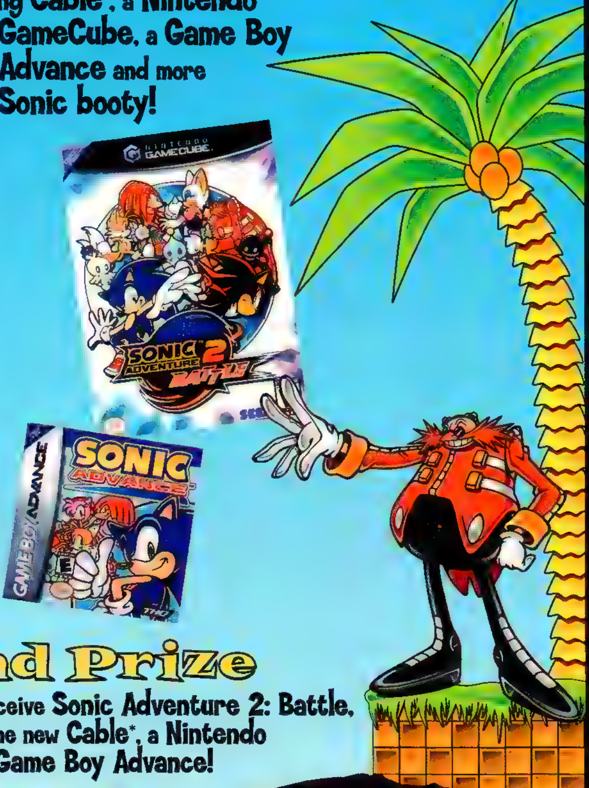
ENTER TO WIN!

Grand Prize

One winner and three guests will fly to the **Beaches Negril resort**, where they'll soak up lots of fun in the sun then join **Sonic the Hedgehog** in search of the **winner's treasure chest**. It's filled to the rim with **Sonic Adventure 2: Battle**, **Sonic Advance**, the new game-connecting **Cable***, a **Nintendo GameCube**, a **Game Boy Advance** and more **Sonic booty!**





Second Prize

Five winners will receive **Sonic Adventure 2: Battle**, **Sonic Advance**, the new **Cable***, a **Nintendo GameCube** and a **Game Boy Advance!**

Third Prize

50 winners will score a small treasure of their own with a Nintendo Power T-shirt.

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* Nintendo GameCube Game Boy Advance Cable

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

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Odds of winning depend on total number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 5/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) entrant will receive an eight day/seven night trip for four (4) people to Beaches Negril, Jamaica and a Special Edition Sonic treasure chest, which includes a Nintendo GameCube system, one Sonic Adventure 2: Battle Game Disc, one Game Boy Advance, one Sonic Advance Game Pak and a Nintendo GameCube Game Boy Advance Cable. Package includes hotel accommodations (two rooms) for seven nights, all meals, drinks, land and water sports, airport transfer, hotel taxes and tips. Incidentals not part of Beaches package including/not limited to telephone calls, facsimile charges, Internet access, spa/beauty salon services, tours, gift shop purchases, and island departure taxes are the sole responsibility of the winner and their guests. Round trip coach class airfare provided on Air Jamaica for the nearest/closest Air Jamaica gateway city in the U.S. to Montego Bay, Jamaica. Trip is subject to hotel and airline availability and travel will not be confirmed until thirty days prior to departure. A $25.00 per room per night processing fee applies. Blackout dates include/not limited to: June 15, 2002-September 8, 2002 and November 24, 2002-December 1, 2002. All travel must be completed by December 15, 2002. Beaches Resorts reserves the right to relocate the winner and their guests to alternate resort within their chain or to alternate dates, based on availability of space. Trips are non-transferable and not redeemable for cash. Approximate Retail Value ("ARV") of prize package is $11,500.00. Actual dates of trip to be determined by NOA. If under 18, winner must be accompanied by parent or guardian. Second Prizes: Five (5) entrants will each win a Nintendo GameCube system, one Sonic Adventure 2: Battle Game Disc, one Game Boy Advance, one Sonic Advance Game Pak and a Nintendo GameCube Game Boy Advance Cable. ARV: $388.00 Third Prizes: Fifty (50) entrants each will win a Nintendo Power T-shirt (size Adult L only). ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. 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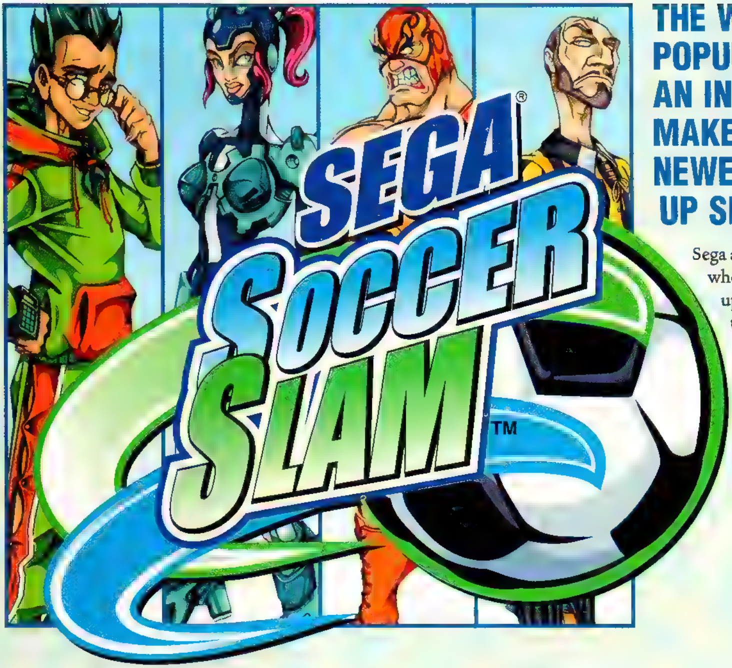

THE WORLD'S MOST POPULAR SPORT GETS AN IN-YOUR-FACE MAKEOVER IN SEGA'S NEWEST SPORTS LINE UP SPECTACULAR.

Sega and Black Box Games, the developer who brought you NHL Hitz 20-02, are up to their old tricks again. This time they've set their sights are set on the game of soccer, turning a low-scoring affair into a rock'-em, sock-'em, flying-fisticuff free-for-all. But don't be afraid of a little punishment—we've got all the strategy you need to become a terror on the turf.

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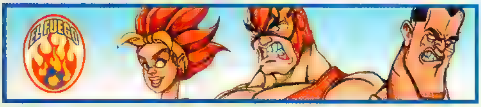
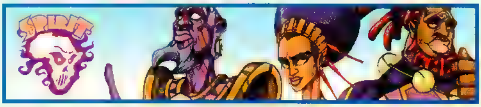
TEAMING WITH LIFE



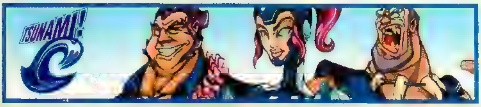
SPECIALTY: BALANCE ELEMENTAL POWER: FIRE

Composed of a Mexican wrestler, an Argentine soccer legend and a Brazilian martial arts specialist, El Fuego is a team with no obvious weaknesses. It are a perfect choice for the beginning player.



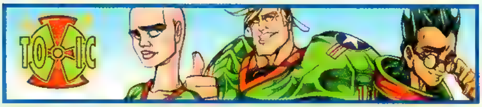
SPECIALTY: STEALING ELEMENTAL POWER: MAGIC

A Nigerian soccer star joins forces with a laid-back surfer and a mystical shaman to create a paranormal powerhouse. Sneaky and sly, Spirit excels at stealing the ball and using fancy passing to set up devastating combos.



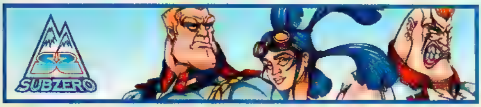
SPECIALTY: SHOOTING ELEMENTAL POWER: WATER

Tsunami! combines excellent shooting abilities with better-than-average hitting to create a fearsome threesome. Boomer, a former kangaroo wrestler from Australia, is the best shooter in the game.



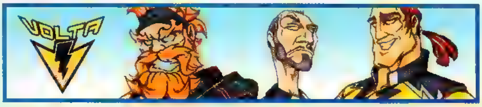
SPECIALTY: PASSING ELEMENTAL POWER: TOXIC GOO

Born from the green glow of a nuclear accident, Toxic has no equal when it comes to laser-quick, accurate passing. It's also one of the fastest teams on the pitch, but its shooting leaves something to be desired.



SPECIALTY: HITTING ELEMENTAL POWER: ICE

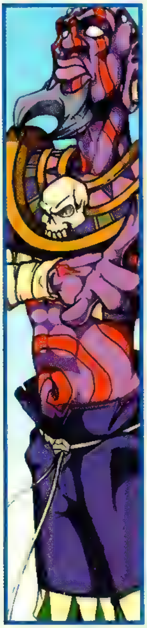
If it's combat you crave, look no further than Subzero. Lola the German raver provides speed and brains, while Half-Pint and Kiril contribute the brawn. Subzero is a fun team to use in multiplayer matches.



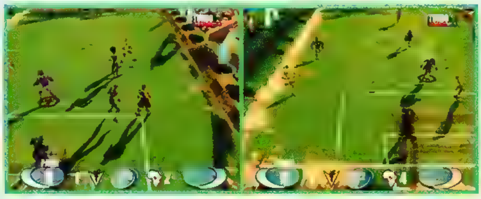
SPECIALTY: SPEED ELEMENTAL POWER: ELECTRICITY

A Scotsman, a Brit and a Spaniard walk onto the field... and come away with the fastest team this side of Man United. Volta's speed and passing ability make them a force to be reckoned with.

PUNCH, PASS AND KICK

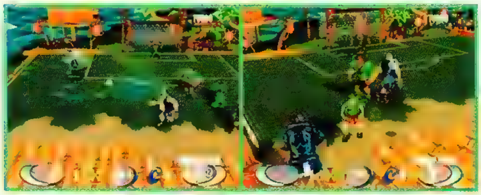


DE-FENSE! DE-FENSE!



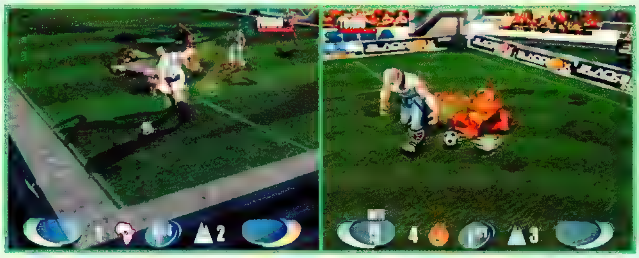
Stay in a man-to-man formation on defense. In a one-player game, the computer-controlled players will automatically pick up opponents, leaving you free to concentrate on the player with the ball. Always harass the dribbling player—it gives your defense time to set up and often results in a turnover. You can also stay between the ball and other players and intercept incoming passes.

PASS TENSE



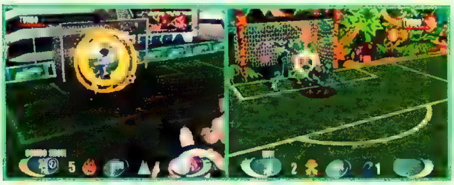
There are two types of passes: ground passes and lobs. Simply tap the A Button to pass quickly on the ground. Press and hold the A Button for a slow lob pass that will sail over the heads of your opponents. Lobs are useful for setting up one-timers, but they are easily blocked and intercepted.

BEATINGS FOR ALL



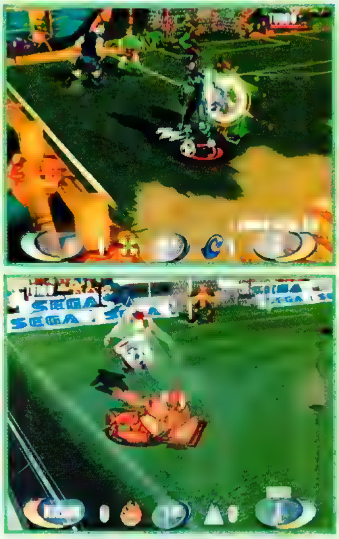
You can punch an opposing player by pressing the B Button, or steal the ball by pressing the X Button (both moves must be performed without the ball). Punching is a great way to cause all kinds of havoc—in addition to decking the ball handler, you can also bash teammates away from the ball so they can't receive a pass. Steals are trickier but great for initiating a combo. Since you steal with a sliding tackle, you'll need a bit of recovery time if you attempt one and miss.

JEEPERS KEEPERS



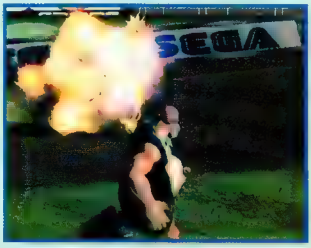
Keepers wear protective armor that falls off as they deflect shots. As they lose armor, keepers grow tired and begin to make mistakes. Try shooting at one side of the goal, scooping up the deflection and then shooting for the opposite side. If a keeper holds the ball too long, feel free to slug him.

PROTECT THE BALL



You can protect the ball in two different ways. Press the Y Button to spin in a tight circle and avoid punches, and press the X Button to perform a deke and leap over an opponent who's attempting to steal the ball. Dekes add a lot of points to combo moves and are great for quickly building your Killer Kick Meter. You can also use the X Button to slide after a loose ball, then follow up with a quick spin.

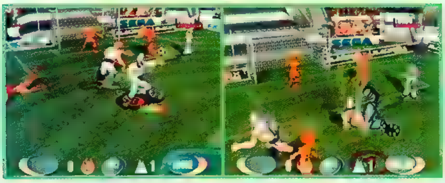
ELEMENTARY



Each team can use an elemental power that increases its power for a few seconds, but be careful! The power also affects the ball—so opposing teams can take possession and use your own power against you. Elemental powers are great for one-on-ones against the keeper.

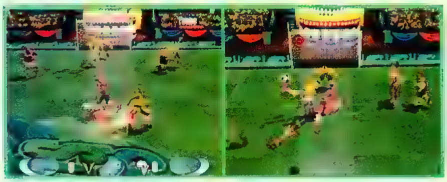
SUPER SHOTS AND KILLER KICKS

SHOT HEARD 'ROUND THE WORLD



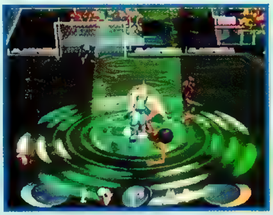
Tap the B Button to shoot. Press and hold the B Button to unleash a powerful shot that sails over your opponent's head and is difficult to block. When you hold B, a meter will appear below your character. When the meter is full, you'll shoot the ball automatically. Start building your shot at the edge of the field, then move to the middle and fire at the keeper. You're vulnerable to punches while the shot is charging.

GET IN THE SPOTLIGHT



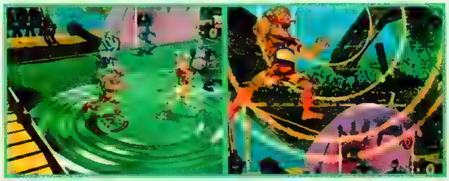
Shoot the ball while in a spotlight for a slo-mo shot that's hard to stop. To make the spotlight appear, stay on your opponent's half of the field. Once it appears, pass to the player closest to the light and let him or her shoot. If you can build the shot meter first, so much the better.

BLOCKHEADS



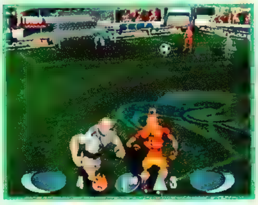
If your opponents attempt a Spotlight Kick or Killer Kick, punch them while in midair to disrupt the shot. If they manage to clear the ball anyway, move your other players in between the ball and the goal to give the keeper extra protection.

A KICK IN THE PANTS



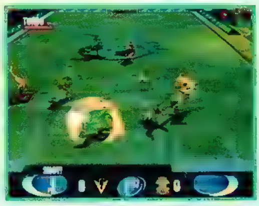
Build the Killer Kick Meter at the bottom of the screen with moves such as dekes, passes and steals. You can also link moves together to create combos and quickly fill the meter. Once the meter is full, you can unleash a Killer Kick. Press L and A to lob the ball, then move into the green circle and press B. Don't attempt a Killer Kick unless you have room, or you'll be punched and the meter will reset.

THE ONE-TIMER



You can perform a one-timer by passing the ball with the A Button then pressing the B Button before the ball reaches the other player. If successful, the passee will shoot the ball as soon as it touches his or her foot. Pulling off a one-timer is the easiest way to score in Soccer Slam, but it take some practice. Use multiple passes while setting up a one-timer—it's a good way to put the defense on its heels.

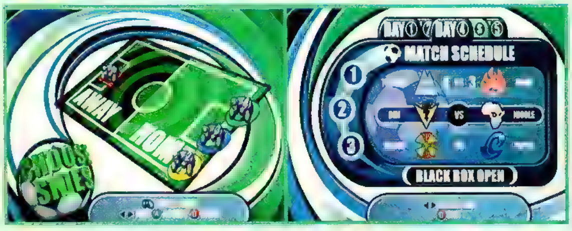
ON THE REBOUND



Soccer Slam keepers usually block shots instead of catching them, so always be ready to shoot off the rebound. A good strategy is to shoot the ball at one corner of the goal, wait for the deflection and then shoot the ball at the opposite corner. You can also shoot from a distance, then rush the goal and fire a two-foot shot once the keeper deflects your initial try. Remember—the keeper loses stamina and strength every time he blocks a shot.

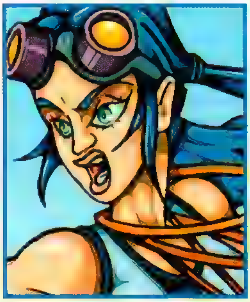
EXHIBITION AND TOURNEY MODES

For a quick and dirty game of soccer, try Exhibition and Tourney Modes. Exhibition lets you start a game with no muss or fuss, while Tourney lets you create a five-day round-robin competition against all six teams. Grab five of your closest friends and see who's the Soccer Slam master!



Hold down the L and R Buttons in Exhibition Mode for a quick start with predetermined teams. Stats are saved from both Exhibition and Tourney Modes, but you won't earn money or unlock goodies. You can toggle the length of a tourney half (from one to 10 minutes) in the Options menu.

QUEST MODE MAYHEM



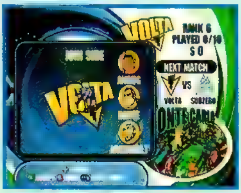
Quest Mode allows you to choose a team and take it through a grueling series of games to the Soccer Slam Cup. You'll earn money that you can use to unlock power-up items or concept artwork. You can start multiple quests with all six teams and jump back and forth as you like—as long as you have a Memory Card.

CHAMPIONSHIP CALIBER

Quest Mode begins with five home games, then takes an all-star break and winds up the season with five away games. You must end the season in fourth place or better to advance to the semifinal round. Winning purses increase as you get further into the season, but opposing teams also become tougher.

QUEST MODE SETUP

SOLO QUEST



If you play Quest Mode by yourself, you have the opportunity to control either your entire team or just a single player. It's easier to concentrate on one player at first, but you'll need to control the entire team if you want to use more advanced strategy. If you control a single player make sure his or her style of play matches yours.

MULTIPLAYER QUEST

You can also grab two friends and play Quest Mode together. Each participant chooses one team member to control (the keeper is not a controllable character). Teamwork and cooperation are essential if you hope to succeed. You should zoom the camera out so you can see the entire field and cover the opposition. Camera controls are in the Options menu.

THE ROAD TO THE CHAMPIONSHIP

HOME GAMES

The first games take place on your home turf. Earn fourth place or better to play in the Gold vs. Platinum game.

- GAME 1 - $100 PRIZE
- BONUS CHALLENGE: SHOOTING
- GAME 2 - $100 PRIZE
- BONUS CHALLENGE: ONE-TIMERS
- GAME 3 - $100 PRIZE
- BONUS CHALLENGE: SPOTLIGHT
- GAME 4 - $100 PRIZE
- BONUS CHALLENGE: KILLER KICKS
- GAME 5 - $100 PRIZE

GOLD VS. PLATINUM

The top three players (one from each team) go against the next three. Win the game for big money!

AWAY GAMES

Hit the road to see if you've got the makings of a champ. Place fourth or better to advance to the play-offs.

- GAME 1 - $100 PRIZE
- GAME 2 - $200 PRIZE
- GAME 3 - $300 PRIZE
- GAME 4 - $400 PRIZE
- GAME 5 - $500 PRIZE

SEMIFINALS - $1,000 PRIZE

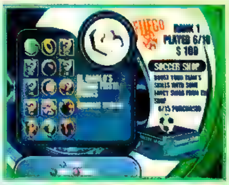
You must win the semifinal match to participate in the championship game.

FINALS - $1,500 PRIZE

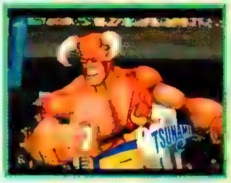
The final game takes place in a secret, locked arena. Beat the game to unlock the stadium and complete your team's quest.

DROP SOME CASH

Check out the Soccer Shop between games in Quest Mode. You can purchase items that will upgrade your players' abilities or special artwork straight from the designers.



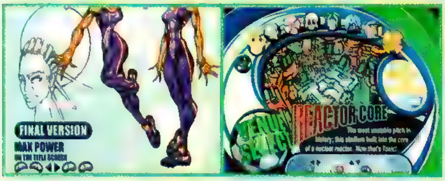
Items for sale increase the stats of a player, including speed, shooting, stealing and hitting. See where your players are weak and buy those items first, then try unlocking some of the groovy artwork.



Purchased items, such as horns, become a part of the player's outfit. Once you buy an item, it remains with that character forever—so you'll have to face the powered-up player if you tackle Quest Mode with a different team.

THE UNLOCKABLES

Each time you win a championship in Quest Mode, you'll unlock a special stadium that can be used in Exhibition or Tourney Mode. The new stadiums are pretty incredible, so try to open them all.

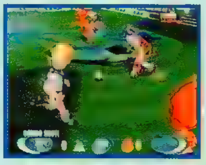


Some of the artwork contains secret codes in the bottom left-hand corner. Many of the codes just change the look of characters or items, but some, like the Infinite spotlights code, are a tremendous help.

SECRET CODES

We've opened a few codes for your Soccer Slamming pleasure. Keep checking Classified Info for more.

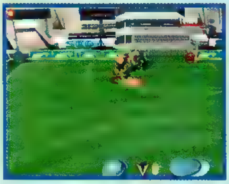
BIG HEAD	R L ↑ ↑ Y Y
MAGIC 8-BALL	R → ↑ ↑ Y Y
EYEBALL	R → ↓ ↑ X X
INFINITE SPOTLIGHTS	L R ↓ → Y X
BIG HITS	L R ↑ ↑ X Y



THE BONUS CHALLENGES

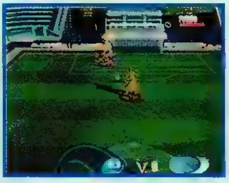
In Quest Mode, you can participate in special bonus challenges after every home game. You'll earn $100 each time you perform the required task, so it's a good way to earn a lot of money quickly. Bone up on your skills in Practice Mode before attempting the challenges.

SHOOTING



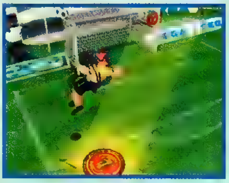
Rush the keeper from the side, then hold down B and fire a powered-up shot. Don't get too close or the keeper will steal the ball. If he deflects the shot, use turbo to recover the ball quickly.

ONE-TIMERS



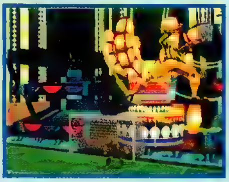
Run toward the goal and try to lure the keeper out, then pass the ball to your teammate and aim for the side of the goal that the keeper has vacated. If the keeper blocks the shot, send the closest teammate after it.

SPOTLIGHT



Wait for the spotlight to get close to the net before shooting, and try to aim for the top-left and -right corners of the net. If you can shoot from the corner of the penalty box, the keeper will have a tough time of it.

KILLER KICKS



Pass the ball from the center of the field then shoot from one of the corners. Aim for one side of the net as you sail into the air, then aim for the other side of the net just before you shoot. You'll lure the keeper out of position.

THE WORLD-BEATERS' CUP

If you liked NHL Hitz 20-02, you'll be in hard-hitting heaven with Sega Soccer Slam. It's a near-perfect combination of sports and arcade action with a good dose of humor thrown in the mix. So take on Quest Mode, open up some stadiums and invite some friends over for a night of soccer that would make Pele himself jump for joy.

THE ARCADE SMASH THUNDERS ONTO NINTENDO GAMECUBE™
5 different drivers, each with a unique big rig and a nasty attitude
Rough 'n rambling Arcade Mode and tons of twisted trucker mini-games
EIGHTEEN WHEELER
18 WHEELER
AMERICAN PRO TRUCKER™
2-player, split-screen "Versus Mode," featuring 4 different raceways
PlayStation 2
SEGA
NINTENDO GAMECUBE
Acclaim
acclaim.com
EVERYONE
E
ESRB
VIOLENCE

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Storm castles and dungeons as Midway updates ye olde Gauntlet into an action-packed quest honed with multiplayer adventuring that's as sharp as a battle-ax.

GAUNTLET® DARK LEGACY™

2000 Midway Games

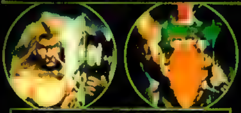
TEEN
T
CONTENT RATED BY ESRB
Blood, Violence

Heroes of the Eight Realms

OLLIE
JOHN
FISHER
SARAH

Following in the tradition of Gauntlet adventures, Dark Legacy brews up a spellbinding mix of fast-paced sword-and-sorcery action and cooperative gaming for one to four players. If you're playing a multiplayer adventure, the hero you use is an important factor. The game's eight main characters appear below (eight hidden characters are also available), and they're grouped according to their best attribute. Teamwork is important in Gauntlet, so assemble a balanced team of all types.

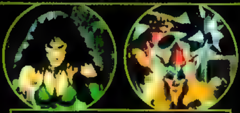
Strength



Warrior & Dwarf

Solo players who are beginners will do best with the Warrior or Dwarf. The powerful characters can muscle their way past enemies, so they can charge straight to the Monster Generators and put a stop to the enemy onslaughts. The Warrior or Dwarf should lead the rest of the group in multiplayer situations.

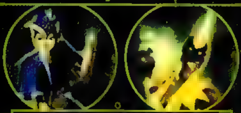
Armor



Valkyrie & Knight

Play as the Valkyrie or Knight if you prefer characters with balanced stats. The Valkyrie edges out the Knight in the Magic department, but the Knight compensates with better Strength stats. Armor is both characters' strongest suit, so you have room to be a little reckless and gung-ho when playing as the Valkyrie or Knight.

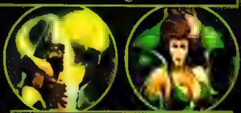
Speed



Archer & Jester

The fleet-footed Archer and Jester are the fastest characters, and their maneuverability enables them to hunt down scattered enemies quickly. If you're playing a multiplayer game as the Archer or Jester, it'll be tempting to run ahead of your crew and swipe all the gold and food, but it's better for the team if you share the wealth.

Magic



Wizard & Sorceress

If you're up for a challenge in a one-player game, play as a Magic-user. The Wizard and Sorceress have powerful Magic abilities, but they can cast spells only when they have potions. Save potions for the enchanted experts, since the Wizard and Sorceress can do more damage with spells than other characters.

Offensive Moves

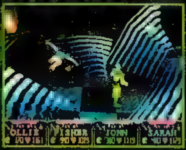
In previous Gauntlet games, players had one basic physical attack (such as slashing with a sword), two degrees of Turbo Attack and various types of Magic Attacks. In Dark Legacy, the game introduces combos and a bevy of physical assaults.

Quick and Slow Attacks

When using the Default Controller Setup, the A Button controls your Quick Attack and the Y Button controls your Slow Attack. Use the Quick Attack for rapid-fire action and the Slow Attack to pack more punch. You can unleash more Quick Attacks per second, but Slow Attacks are more powerful.

Use your Quick and Slow Attacks to fire over fences and gaps so you can clear out enemy territory before you set foot on it. You can't walk while unloading a Quick Attack unless you press and hold R. Doing so will cause you to strafe, and it will slow down your Quick Attack.

Two-Player Combos

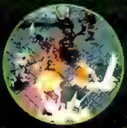


In a multiplayer game, the new Two-Player Combo allows a player to use a nearby teammate for a powerful attack. When your Turbo Meter is full, hit Z when standing next to another player to pair up for a special wide-range attack.

Turbo Moves

Every character has two Turbo Moves, which are devastating sweeping attacks. When your Turbo Meter fills up with yellow, press A and B simultaneously to execute a weak Turbo Move. For a more powerful Turbo Move, press A and B simultaneously when your Turbo Meter is fully charged and glowing pink.

Hand-to Hand Combat

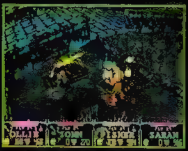


Hand-to-hand combat is another new addition to Gauntlet. Normally, Quick and Slow Attacks are long-range maneuvers, but they'll turn into hand-to-hand moves when you're battling at point-blank range. In close combat, rapidly hit A then B for combos. You can also hit B to block.

Team Strategies

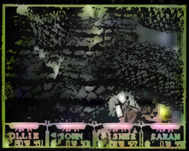
Gauntlet is great for multiplayer fun, but all team members must work together or the adventure will turn into chaos. Assign duties based on character ability, such as electing strong characters to lead the group and slower ones to watch their back.

Allocating Items



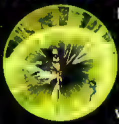
Don't be greedy for gold or glory. Let weaker teammates eliminate enemies so they can accumulate experience. Give keys to faster characters so they can open treasure chests quickly and flee in a jiffy if one contains a bomb. Save food for wounded characters and reserve potions for Magic-users.

Staying Together

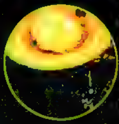


Journey as a group and try not to get separated. Players can't wander off screen, so team members won't be able to forge ahead unless everyone is headed in the same general direction.

The Power of Magic Potions



Players can carry a limited supply of potions, which come in four colors. Each type has unique properties, such as fire or electricity. Press X to release a potion around you. The attack's strength and blast radius will depend on your Magic rating.



If you press and hold X, you'll throw a potion as soon as you release the button. The longer you keep X depressed, the farther you'll throw the potion. Hurl a potion to attack across gaps and over walls.

Double-tap X to conjure up a shield. The defensive move will harm any enemy who comes in contact with your temporary shield, so charge into battle when you've concocted the protective bubble.

When Death is cloaked in red, he'll sap your health. If he's dressed in black, he'll steal your experience. Unless you hit him 100 times or use Magic, the reaper will drain you. Using a potion is the quick solution.

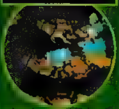
The Power of Power-Ups

By plundering treasure chests or using gold to purchase goods in the Shop, you can load up on helpful special items. Below are just a few of the power-ups that'll come in handy on your quest.

X-Ray Glasses

Peek into treasure chests without opening them by wearing the X-Ray Glasses. With your inside look, you can avoid wasting keys on booby-trapped chests. If you spy Death hiding in a chest, toss a potion to turn the grim reaper into food.

Hammer

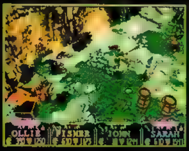


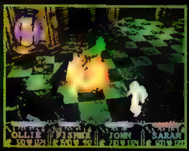
With a swing of the mighty Hammer, you'll send out a shock wave that will harm every enemy on screen. The seismic force of the Hammer will also turn breakable walls into dust and pop open any chests in the vicinity.

Invulnerability

Save the Invulnerability power-up for heated battles against large enemies. The item grants you temporary invincibility, so use your brief power trip to lay into boss monsters or to plow directly into Enemy Generators.

Working as a Team





In battle, each player should carry out a specific duty. Strong players should spar with big enemies, while fast characters should try to destroy the Enemy Generators. Team up against large enemies by using special items.

Upgrading Your Hero

Build up your character by facing as many enemies as possible. As you defeat enemies, you'll earn experience, which leads to new abilities and enhanced powers.

Leveling Up

OLLIE
JOHN
FISHER
SARAH

OLLIE
JOHN
FISHER
SARAH

All of the experience and gold you earn in a level is yours to keep if you make it to the area's exit. By racking up experience, you can increase your player's level. For every level increase, each of your attribute ratings will go up by five points. You can also purchase attribute increases at the Shop.

Levels of Improvement

Red Warrior is now a level 10 fighter!

Every 10 levels, your character's improved skill will be reflected in a change of appearance. When you reach Level 30, you'll be accompanied by a small Familiar, which is a magical creature that attacks whenever you do. A Familiar will double your firepower, and you'll upgrade to a large Familiar at Level 80.

Special Magic Abilities

Starting at Level 25, your character will develop a Special Magic Ability. Use Magic to conjure up your new power. At Level 50, your Special Magic Ability will be spruced up with an upgrade.

Warrior & Dwarf

LEVEL 25: Turn junk into silver
LEVEL 50: Turn junk into gold

Valkyrie & Knight

LEVEL 25: Stop traps for 10 seconds
LEVEL 50: Destroy all on-screen traps

Archer & Jester

LEVEL 25: Cause all secret walls to flash
LEVEL 50: Destroy all on-screen secret walls

Wizard & Sorceress

LEVEL 25: Change poison fruit into edible fruit
LEVEL 50: Change poison meat into edible meat

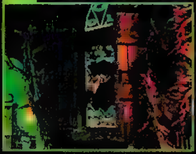
Sumner's Tower

The good wizard Sumner lives in the tower, which serves as the hub of the game. Branching off from the tower are eight realms, and some are sealed behind the gates of the West Wing and the East Wing. Play through the levels in each realm to collect the hidden Crystals and Golden Items (Snake Fangs, Eagle Feathers and Lion Claws), which serve as keys to the game's regions.

Sumner the Wizard's Wisdom

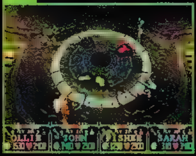
As one of the mightiest heroes from the eight realms, you must help Sumner send the Demon Prince—Skorne—back to the Underworld. Sumner awaits you in the center of the tower, and he'll give you hints on battling and finding hidden items.

A Desecrated Temple



The final level in each realm is ruled by a boss creature. By defeating the boss, you'll win a Shard from the Desecrated Temple's stained glass window. Collect all eight Shards to enter the temple where Skorne lurks.

B Underworld



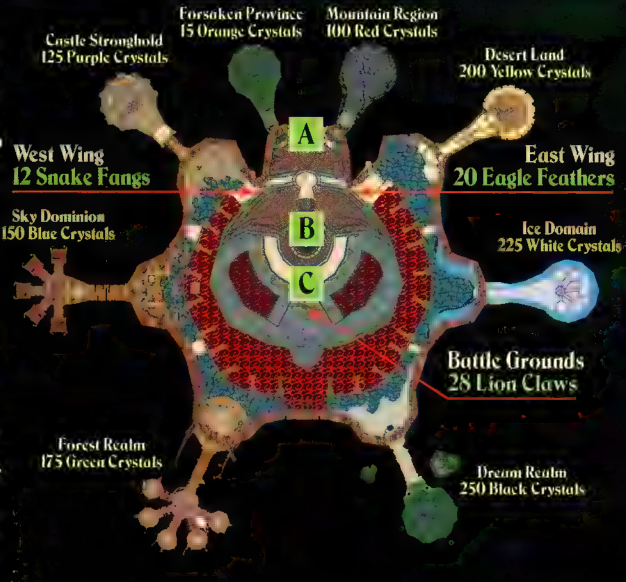
OLLIE
JOHN
FISHER
SARAH

After you've banished Skorne from the Desecrated Temple, you must battle him in the Underworld. Sink to his depths by retrieving the 12 Runestones hidden in the various levels.

C Battle Grounds

OLLIE
JOHN
FISHER
SARAH

By collecting the 28 Lion Claws and defeating Skorne in the Underworld, you'll unlock the Battle Grounds. The area's third level contains the 13th Runestone, and the final level is home to Sumner's villainous brother, Garm.



Forsaken Province
15 Orange Crystals
Mountain Region
100 Red Crystals
Castle Stronghold
125 Purple Crystals
Desert Land
200 Yellow Crystals
A
West Wing
12 Snake Fangs
East Wing
20 Eagle Feathers
Sky Dominion
150 Blue Crystals
B
Ice Domain
225 White Crystals
C
Battle Grounds
28 Lion Claws
Forest Realm
175 Green Crystals
Dream Realm
250 Black Crystals

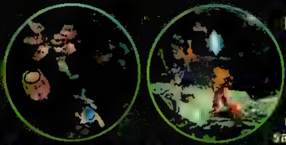
Battlefield Basics

Though the bulk of game play revolves around blasting swarms of enemies, Gauntlet features some tricky adventure elements, too.

Activating Switches, Buttons and Targets

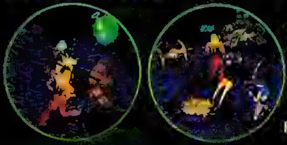
Switches, buttons and targets trigger various events, such as the unlocking of gates, bridging of gaps or powering of elevators. Approach red switches, step on red buttons and shoot red targets so they turn green, indicating that you've initiated some sort of action. In some cases, the camera will cut to whatever you've activated. In other cases, you'll have to figure it out for yourself.

Breaking Things



Red barrels are explosive, and green ones contain poison gas. Brown barrels often contain items, so blast them to uncover goodies. You'll also want to take potshots at walls, haystacks, cliff sides and other objects and barriers. If your target flashes when hit, it means that the obstacle can be destroyed. Keep blasting it to reveal a hidden passage, concealed treasure trove or crucial switch.

Replaying Levels



By revisiting and replaying levels, you can build up your character's experience and stock up on gold and collectible items, such as Crystals. You must play to the end of the level and leave via the exit or you won't be able to keep any points or items you've collected in the area. For big experience points, fight rematches against boss characters.

Crucial Items

As you journey through the levels, you'll stumble upon plenty of items. You can buy all of them except for the Shards you win from boss battles and the four types of Quest Items detailed below.

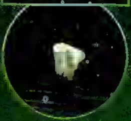
Crystals

Crystals are the keys to unlocking the realms. The gems come in various colors and reappear when you replay a level. The Crystals count toward your grand total if you collect them again, so rake in the jewels by revisiting areas.

Golden Items

When you defeat a Gargoyle in a level, it will leave behind a Golden Item, such as a Snake Fang, Lion Claw or Eagle Feather. Like Crystals, Golden Items are also found in hidden areas and you can collect the same one on repeat visits.

Runestones



The 12 Runestones hidden throughout Gauntlet's eight realms unlock the Underworld. You can collect each Runestone only once, so there are no shortcuts to reaching Skorne.

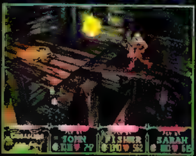
Legend Items

Hidden in a level in every realm is a Legend Item, and each one is the perfect weapon to use against one of the boss characters. The realm in which you find a Legend Item isn't the realm where you should be using it. You'll automatically use the item if you find the right beast.

Forsaken Province

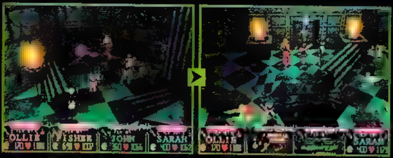
The adventure begins in the Forsaken Province, which you can enter by collecting the 15 Orange Crystals in Sumner's Tower (14 appear to the left of Sumner, and one Crystal shimmers in front of him). Only the first three realms' levels that contain crucial items and hidden characters have been included for strategic coverage, and each essential feature appears in yellow next to the level name. Save the boss levels for later—you need lots of experience points first.

Town: Unlock the Medusa



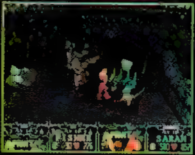
Trapdoors lead to bonus areas where you must collect scattered coins before time runs out. If you succeed, a hidden character will join your roster. Unlock the Medusa by shooting the wooden wall near the Gargoyle. Hit the switch, then climb the belfry by the exit.

Mausoleum: Runestone



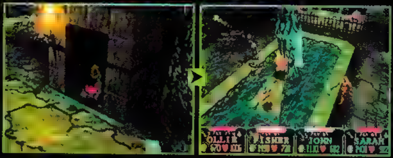
Blast the wall between the fallen columns to reveal a button. Trip it to raise a platform with meat on it. Backtrack to the platform to hit the button under the meat. The button will raise a ramp, which leads to a Runestone.

Fields: Runestone

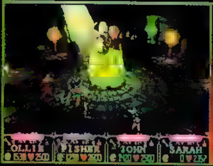


After riding the elevator to the upper ledge of the windmill and following the ramp down to the other side, you'll reach a wooden shed at the bottom. Fire away at the shack to open it up and expose a Runestone.

Cemetery: Parchment of Fire



Activate the button behind the fountain to reveal the button in the nearby crypt. Trip that button and the next two buttons you lower to retrieve the Legend Item known as the Parchment of Fire. Use it against the Yeti in the Ice Domain.



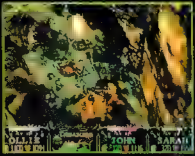
The Lich

You'll have a better chance of defeating the undead executioner if you've found the Book of Protection in the Sky Dominion's Sky Shipyards. If you're feeling daring, you can battle the Lich without the Legend Item, but you'll be in for a grueling and painful ordeal. Evade the Lich's ax attacks and skeletal hands, and retaliate with Magic, Turbo Attacks and the Hammer.

Mountain Region

Reach new heights by unlocking the Mountain Region. Your ticket in is 100 Red Crystals.

Peak: Unlock the Minotaur

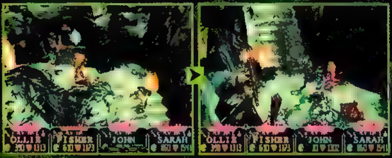


To find the trapdoor leading to the coin level, take the path behind the Gargoyle and hike uphill to the northeast. If you're playing solo, you'll have 25 coins to collect. For every additional player who's playing along, you'll have extra coins to find.

The Dragon

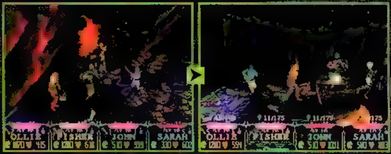
The Ice Axe from the Barracks in the Castle Stronghold will help you freeze the Dragon so you can attack it safely while it thaws out. Without the Legend Item, you can still slay the Dragon, which is one of the easier bosses in the game. Defeat it by keeping your distance and seeking shelter behind the [illegible]

Valley: Runestone



Climb the stairs at the beginning of the level, then shoot the cliff wall overlooking the waterfall. Hit the switch behind the wall to raise the stone platform by the wooden bridge below. The Runestone sits on the the platform.

Cavern: Javelin of Blinding

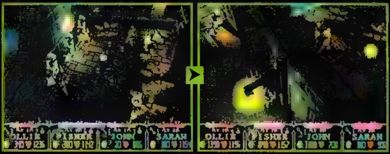


Blast the reddish rock walls on the east side of the collapsing cavern and the one on the west side (just up the ramp from the exit and Golem). Enable the compass in the Options Menu to get your bearings. Hit both switches, grab the Snake Fang, then ride the elevator by the platform above the exit to reach the Legend Item.

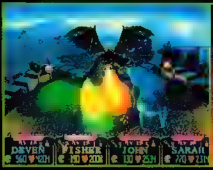
Castle Stronghold

Once you've collected 12 Snake Fangs, you'll be able to open up the West Wing, which houses the Castle Stronghold. To infiltrate the keep, you'll need 125 Purple Crystals.

Barracks: Ice Axe



Flip the switch by the first rectangular dinner table to raise a button platform supporting an Eagle Feather. Shoot away the cell door blocking the platform, hit the button, then return to the first set of drawbridges. Blast the wall for the Ice Axe.



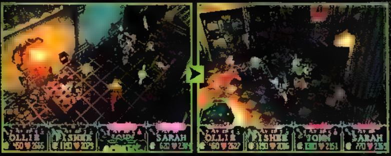
The Chimera

Using the Scimitar of Decapitation hidden in the Gnarled Branches of the Forest Realm, cut off the Chimera's lion head. The beast's other two heads aren't as vicious, so you'll be able to disable the main threat. Stay on the go and blast the Chimera's snake head and bird head from a safe distance.

Dungeon: Unlock the Falconess

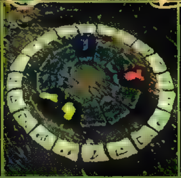
Not too far from the start of the level—down the stairs and beyond the double gates—is a Gargoyle that guards a trapdoor. Enter it to play the coin-collecting level. Step on the red teleporter pads to reach all of the coins before time expires.

Armory: Runestone



Release the Golem from the fenced-off area by flipping the switch behind the locked gate in the nearby maze of corridors. Trip the switch in the Golem's pen to summon the Runestone, which will appear in the meat hook area by the fireplaces.

The Dark Legacy Continues



With four Runestones in your collection, your next stop will be the Sky Dominion, followed by the Forest Realm. There, you'll find the Legend Items to use against the Lich and Chimera. Beyond, you'll have three more realms to conquer, so get the party started—Gauntlet was made for multiplayer thrills.

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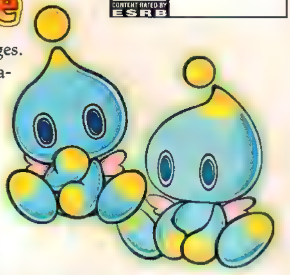
Return to the Scene of the Crime

In our March issue, we covered only half of the action in the divided Hero and Dark Story stages. We rejoin the action just as Dr. Eggman destroys half of the moon to prove that he has the megaton might to destroy Earth. He actually doesn't—not yet. Playing the Dark Story, you must help Eggman and his henchmen find a greater power source. And playing the Hero Story, you've got to blast Sonic and friends into outer space for the big finale.



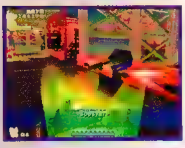
Hero Story

Eggman gives Earth a mere 24 hours to bow to his command—in Hero Story time, that's 10 tricky stages and five bosses. By now, you have learned the mission styles for each of the three Hero characters: Sonic's acrobatic explorations, Tails's tech-enhanced vehicle romps and Knuckles's treasure expeditions. From Stage 07 on in, the stages are much harder. Eggman means business.

Stage: 07 / Mission Street

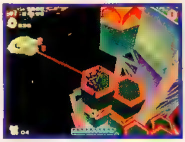
Tails splits off from the others, using his Chaos Emerald to home in on the other Chaos Emeralds—which are powering Eggman's superweapon. The trail leads him across a city, where he'll need to evade pursuit and find the hovering power-up for his vehicle.

Nab the Booster



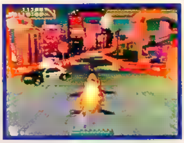
When you face a gap that you can't jump, head backward in opposition of the natural camera angle. You'll find a path leading to a hover power-up.

Golden Opportunity



In many stages, you'll spot a gold flying robot that vanishes almost instantly. Strike quickly before it disappears to score extra points.

Preemptive Strike

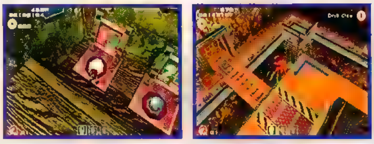


A falling-weight trap will trigger if you step onto the weight's shadow. Deactivate it by tripping the egg trigger encased in the nearby wooden crate.

Stage: 08/ Aquatic Mine

Knuckles is searching for still more shards of the shattered Master Emerald, and his quest leads up to an unusual mine with an adjustable water level. He'll need to change the level—which raises or drops floating landmarks—to access many spots where the shards and good power-ups might be hidden.

1, 2, 3 . . . and Breathe . . .



The egg triggers that adjust the water level to Level 1 and Level 2 are both in a room high on the main chamber's side wall. Level 3's egg trigger is in a room atop the central column. Different levels open new paths—so experiment.

Dark Story

The Hero Story at Stage 07 (above) is chronologically ahead of where we pick up the Dark Story. Eggman and crew are still collecting the Chaos Emeralds they need for the moon attack. (The attack happens before Stage 10.) But after they scour Prison Island for the gems, the plot soon leaps to the space colony, where Eggman pushes ahead with his plans for Earth domination.

Boss Stage: Tails

While Rouge is on the island hunting for emeralds, Eggman is creating a diversion offshore. He faces his brainy equivalent on Sonic's team, Tails, for a mech-versus-mech match that will require you to use Eggman's lock-on laser while staying ahead of Tails's.

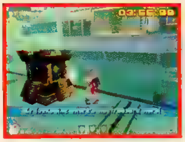
Home In While Running Away

You and Tails have nearly the same offensive vehicle capabilities, so he knows exactly what moves you'll be making. Use your Lock-On Missiles quickly to get the jump on him before he uses the same on you.

Stage: 08 / Security Hall

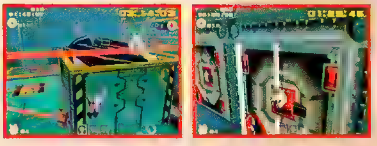
Rouge is on the clock for her third treasure hunt. She has only five minutes to locate all three Chaos Emeralds. It's a difficult task, since the gems are randomly placed around a tall, vast military vault that contains lots of locked and booby-trapped areas.

A Distant Melody



The Mystic Melody power-up enables its player to activate stage secrets near altars. If you didn't find the hidden power-up with Rouge in Stage 02, return later and play the tune to find Rouge's Treasure Scope power-up.

Safe-Cracking Struggle



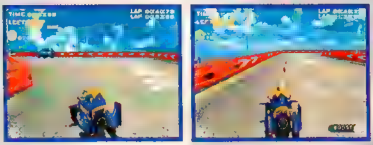
The vault walls are chocked with dozens of color-coded safes. You can unlock one whole color bank of them at a time by tripping the egg triggers on the uppermost floors. But you'll need to concern yourself with safes only if a gem seems to be placed inside.

Hero Story

Stage: 09 / Route 101

Tails discovers that the U.S. President has a cell phone connection to Dr. Eggman, so the brainy fox races after his limo to learn where the connection leads.

Kart against the Clock

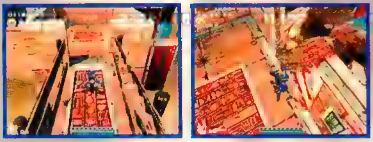


Tails transforms his Cyclone into a race car for a mad dash through a series of checkpoints. For every 20 rings you collect, you'll earn a turbo boost that will keep you ahead of the game. You'll need lots of them to reach checkpoints on time and the way-distant president.

Stage: 10 / Hidden Base

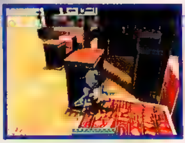
After Tails traces the call and discovers that Eggman is on a space colony, the team members assemble at the mastermind's earthly base, where they're sure they can hitch a ride into outer space. First, Tails must find the entrance into Eggman's pyramid digs.

Ventilate the Dusty Base



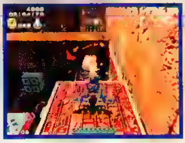
Many walls throughout the base show signs of collapse. If you spot a cracked surface, blast it open with your laser to open paths and discover great power-ups. You can reach the first Chao container by blasting a hole in one such wall.

Pillar Ambush



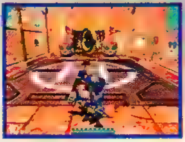
Before you cross the pillars, eliminate the flying robot that shoots multiple bursts. Its bursts can be targeted if you don't shoot the 'bot before it shoots first.

You'll Be Back



Later in the game, when Tails can blast steel crates and play the Mystic Melody, return to the steel crate barricade on the lower path to open new paths.

Monkey Gang



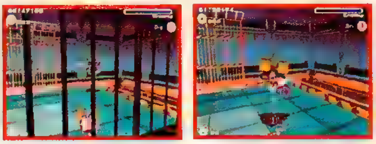
At the end of the stage, keep an eye on the monkeys clinging to the fence walls. Each one holds an animal. Eliminate the monkeys then collect all the animals.

Dark Story

Boss Stage: R-1/A Flying Dog

Before she can attempt to escape the military base, Rouge needs to defeat a military sentinel—a flying robot that sprays machine-gun fire, shoots homing missiles and tracks Rouge with a lock-on burst of energy.

Outrove Rover

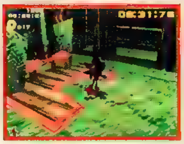


Avoid the R-1/A while it's attempting to flatten you with one of its three weapons. Periodically, it will cease its attack—that's the time to strike. Climb onto the walls, then glide over the R-1/A and deliver a Drill Drive.

Stage 09: / White Jungle

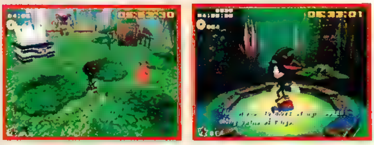
When Rouge finds herself trapped in a Military Island vault, it's up to Shadow—despite his most evil inclinations—to save her before the island explodes in 10 minutes. First, he must reach her via the twisting, turning paths through the island vegetation.

Forest Forage



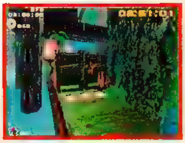
Though you're on a time limit to get through the jungle, let curiosity be your guide. Rather than taking the first catapult upward, roll under the fence to find an Extra Life.

Better Footwear



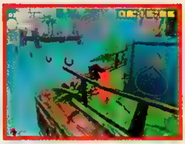
The Air Shoes power-up allows Shadow to speed along chains of rings, even when they span chasms. Find it near the end of the level, underneath the wooden crate that's contained within a fenced area.

Take Control



The jungle zips Shadow around via accelerator ramps and springs. Avoid them if possible to find power-ups and one Chao container, then use them to regain momentum.

Before You Go

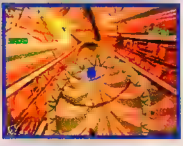


At the end of the stage, you'll ride a catapult to a second catapult, which will thrust you toward a third catapult. Avoid the third one, then discover the nearby Chao container.

Stage: 11 / Pyramid Cave

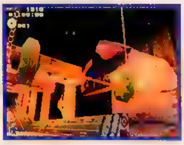
Sonic finally leaps back into action once Tails opens Eggman's pyramid for examination. His job is to push deeper into the base, and he'll face new types of door locks that will challenge his speed and your intellect along the way.

Speed Loops



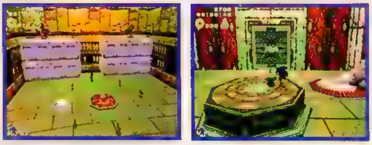
Along Sonic's speedy runs, you'll spot loops mounted in hard-to-reach spots. Zoom through them to score great points and reach useful power-ups.

Dizzy Detour



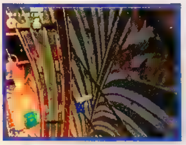
Don't worry if you don't manage to jump from the raised bars at just the right time—to fly across the apparent chasm—because there's another path below.

Dead End Offers the Key



At the dead end where the ghost and robots plague your every step, collect the key in the center of the floor, then backtrack to the mosaic wall. In front of it, plop the key into the keyhole notched in the floor wheel.

Don't Blink

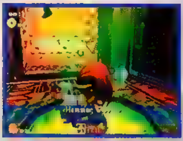


Along one blazingly fast loop-the-loop late in the stage, you'll pass a platform containing a Chao container. Leap for it, even if you're in midrun.

Stage: 12/ Death Chamber

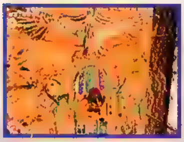
Knuckles does his part in the struggle to crack open Eggman's sanctum—he draws upon his intuitive treasure-hunting talent to locate three randomly placed keys. Use tips from computers to find them quickly; or figure it out yourself for a higher final score.

It's Hammer Time



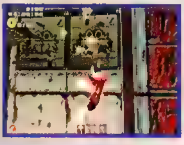
Steel crates block many passages. Find the steel-smashing Hammer Gloves down the central hallway, behind a wall made of breakable wooden crates.

Picture-Perfect Portals



Some wall paintings mark spots where you can use your Shovel Claw to tunnel through to a passage, so dig into every wall decoration you can find.

Uppercut the Sepulchre

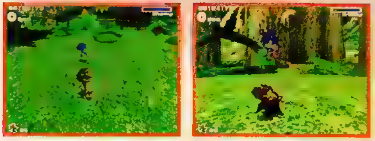


If a key is under the sealed center of the steel crate room, punch the crates by hitting the B Button three times to reveal the method to open the seal.

Boss Stage: Sonic

You might have seen the flip side of the fight during the Hero Story—when Sonic attempted to smash Shadow after Stage 03—and now you're in the corner with the dark hedgehog. The two foes have similar attack abilities, so the battle is largely a test of timing.

Break Your Mirror Image

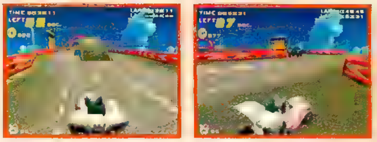


Collect as many rings as possible so Sonic can't use them to protect himself. Then stay on the go so he can't execute attacks on your position. When he tuckers out and stands still, roll a somersault into him to whittle down his life meter.

Stage: 10 / Route 280

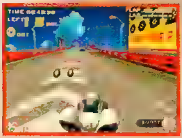
The Evil Story stage synchs up with Good Story Stage 09: While Tails races after the U.S. President, Rouge hops into her own race car and drives after Tails along a winding highway passage.

Horrors of the Highway



If you're not up to full speed or using a turbo boost, don't hit the highway ramp, or else you'll fall short and plummet into the gap behind it. Also, watch your turns. Safety rails don't always appear where you'd expect.

Gear Up with Rings

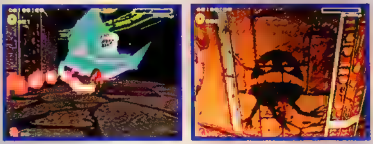


You'll need to make tracks to reach each checkpoint—and Tails at the very end of the stretch. As the clock ticks down, buy precious time by collecting rings. For every 20 you collect, you'll earn another turbo boost. Use it and move on quickly.

Boss Stage: King Boom Boo

Deep in the pyramid, King Boom Boo haunts an inner sanctum. Knuckles must run around a central column while the huge ghost pursues him. Knock the hourglass out of a nearby small ghost's grip to allow sunshine in—it exposes the king ghost's weakness.

Several Rounds Will KO the Ghost

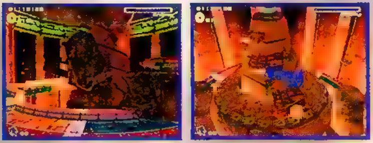


When sunlight blasts in, King Boom Boo becomes a shadow on the ground or wall. Use Knuckles's Drill Claw and Dig attacks to dig the ghost up, then Glide into it to deliver your damage. After several such attacks, you'll beat the ghost.

Boss Stage: Egg Golem

Before the team can blast into space, Sonic must defeat Eggman's guardian, an enormous rotating statue that tries to mop up the dusty walls with the heroic hedgehog. The golem's Achilles' heel is on its head: a button that must be punched several times.

Take Shelter in the Sinking Sands

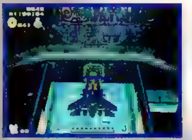


The golem's attacks to the upper ring last only seconds, so wait it out by jumping into the sands below. Keep jumping to avoid fully sinking—then ride a cable back up, bound up the golem's staircase spine and punch the button.

Stage: 13 / Eternal Engine

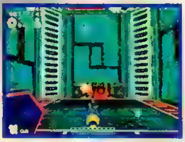
After the team rides Eggman's shuttle to the space colony, it splits up again to pull off separate missions. Tails must take out the colony's power generator, and his search leads him down treacherous passages and across chasms opening into the vacuum of space.

Cosmic Chasm



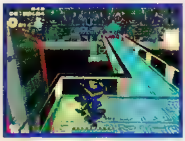
Across one chasm is an opening barred by metal cages. Hover down from the ledge to discover a platform with a rocket that will blow the way open.

Feeling Trapped?



A weight will fall in the room with two springs. Freeze it in place by hitting the egg trigger under the gas tank, then hop onto it to find the path upward.

Chasmatic Crisis

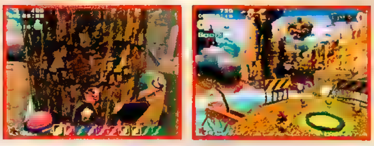


Don't rush along the bridge where the blobby alien floats in midair. Two others lurk nearby, and the bridge is rigged to explode. Shoot it all from a distance.

Stage: 11 / Sky Rail

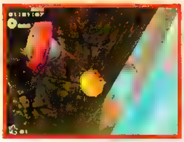
Shadow must also chase Tails, but he does it in his own way—by grinding through a rail-riddled landscape. Leaving the main path is dangerous, but it's well worth the risk. There's a cool ability power-up hidden in the stage.

See Shadow's Attacks in a New Light



Bypass the first rocket and stand behind the nearby Chao container—a series of flying robots will appear. Use them as stepping-stones to reach the Ancient Light upgrade, which enables Shadow to attack multiple enemies at once.

Climb Up and Branch Out

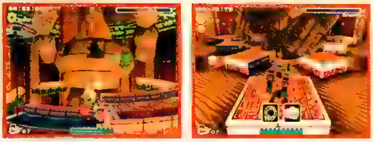


With a carefully guided series of Homing Attacks, you can make your way up the springs and platforms that lead up the massive tree. Along the way, you can reach good power-ups and a Chao container—with a little extra jumping risk.

Boss Stage: Egg Golem

Once Sonic has defeated the statue boss after Hero Stage 12, smashing its circuitry, Eggman must clean up his own mess and trounce the golem. Unfortunately, Eggman's fight is much harder. He can't escape the sinking sands below if he falls into them.

Pry Open the Chest Armor

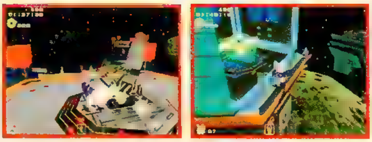


Shoot at the three protected chest spots to blast through and expose the circuitry underneath, then use your Lock-On Missiles to destroy the circuitry. Hover down to the sand platforms to find healing power-ups if needed.

Stage: 12 / Mad Space

When Sonic's crew has a turbulent space-shuttle landing on Eggman's space base, the Master Emerald shatters into pieces again. Knuckles searches for shards in Hero Stage 14, while Rouge scuttles across some freaky miniplanets for her share of the action.

Interplanetary Dash

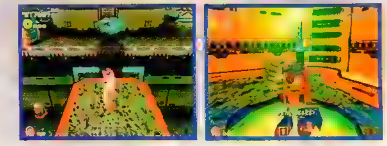


The gems are again scattered randomly throughout the stage, but Rouge won't get very far on her hunt unless she can break steel crates. Find the required ability power-up in the blue tower on the small moon.

Stage: 14 / Meteor Herd

While the team attempted to land Eggman's shuttle, Knuckles's Master Emerald accidentally again shattered into pieces, which scattered amid a group of meteors and outer-space structures. Back to the drawing board: Knuckles goes on another hunt for shards—and a power-up that enhances his hunting.

Slip on Some Amazing Shades

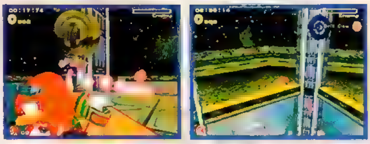


With the Sunglasses power-up, Knuckles gains the ability to see invisible rings and power-ups. To get it, punch the rock on the platform into the nearby vault door. Then find the egg trigger that opens the way to the Sunglasses.

Boss Stage: Rouge

Knuckles and Rouge battle it out for sole ownership of all Master Emerald shards. Their fight is confined to the inside of a towering meteor structure that periodically drops its floor and exposes an energy pit. Fortunately, the anti-grav comes on at the same time.

A Turbulent Relationship



When the floor drops and the anti-grav field turns on, ride the upwardly turbulent waves to one of the corners. Rouge will likely float underneath you, so execute a Drill Claw on top of her noggin several times to win the round.

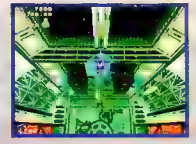
Stage: 15 / Crazy Gadget

While the others are pursuing their missions, Sonic speeds on a search for Dr. Eggman, swerving through space station passages filled with gravity switches and—ultimately—a violation of gravity so severe you might just lose your lunch.

Anti-Grav Madness

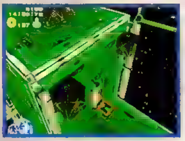
Flip the gravity switches to change the flow of gravity. Objects will fall in the new direction as well, often revealing new passages or power-ups.

Steel-Crushing Upgrade



The Flame Ring lets Sonic break steel crates with his somersault. Tinker with the gravity switches near the three blue blob aliens to discover its location.

Any Which Way But Lost

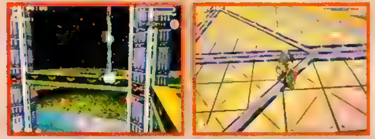


Use gravity switches to discover the safe path along the structures suspended in space. To exit the stage, you don't need to make any outlandish leaps.

Boss Stage: Knuckles

You might have already played the boss battle after Hero Stage 14, in which Knuckles attempts a smackdown on Rouge. The battle is flipped in the Dark Story, and Rouge must defeat the echidna—who's equipped with a devastating electricity attack.

A Shocking Upset

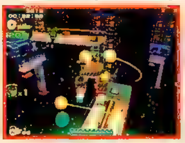


Stay on the move, or else Knuckles will electrocute you with a periodic lightning attack. Lure Knuckles down to the floor level, then deliver a Drill Drive onto him to batter away at his health meter.

Stage: 13 / Cosmic Wall

Eggman discovers that Sonic's team has gotten onto the space station and is uncomfortably close to foiling his plot. So he stomps through the station in search of the intruders, using his hovering power to navigate horrid plunges and lots of tight spots.

Hovering to Higher Spots

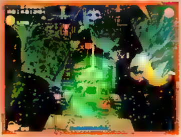


Lighter gravity in many spots allows Eggman to use his hovering thrusters to rise to considerable heights. Keep an eye on enemies in all directions.

Armor Up for the Finale

Big fights are coming up, so stop off for the armor upgrade. In the downward-leading shaft, trigger the rocket to blow up steel cages then collect the upgrace.

Eggman Rampage

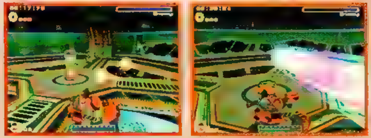


When Eggman hops on a rail for a shooting-gallery ride, score big by locking on to the largest batch of enemies possible before releasing missiles.

Boss Stage: Tails

In the flip side of the boss battle after Hero Stage 15, Eggman gets to turn the tables on Tails, using similar attack strategies. They both stomp around a small arena in their robotic vehicles, and the mad doc doesn't have the intense weapons that Tails does.

Outcircle and Outshoot

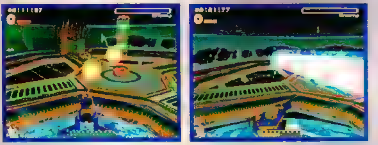


If you're to close, avoid the explosive tubes that float up from the center of the room. Keep circling behind Tails. You'll be in a better position to outmaneuver his powerful weapons and blast him from the side or behind.

Boss Stage: Dr. Eggman

In the bowels of the spacebase, Eggman and Tails duke it out yet again in their roving assault vehicles. But the mad doc's vehicle is equipped with two dangerous attacks that are difficult to avoid.

Mech vs. Mech: Second Round

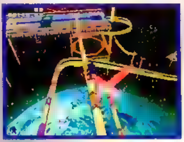


Eggman periodically strikes with one of two new weapons, a rain of homing missiles or a massive beam of energy. When he shoots the latter, dodge behind him and fire off your own missiles to chip away at his health.

Stage: 16 / Final Rush

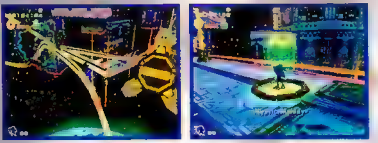
With so little time left before the cannon fires upon Earth, Sonic must reach it via a rail-grinding extravaganza. The Mystic Melody power-up is also well-hidden in the stage—find it so you can use the unusual tune to scare up secrets in previous stages.

Whiplash Decisions



You'll whip along dozens of rails, often at breakneck pace. But keep one eye on the rail and one eye ahead on your path. Some rails suddenly end, and you'll want to jump to another one.

Learn the Mystic Melody



Finding the Mystic Melody isn't required for completing the stage. But it's near the end—so get double your value out of the treacherous trek by grabbing it. Jump to a stray rail not much beyond the long vertical rail to reach a rocket. It will boost you to a path with the upgrade.

Final Stage: Shadow

The epic struggle seems to come down to a manic hit-and-run battle between Sonic and Shadow. The fight occurs, moving ever onward, on a space bridge that's slowly collapsing, span by span.

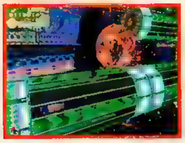
Demolition Derby

If you stay in one place too long during the run, Shadow will turn and use his Chaos Control against you. Stay ahead with steady spinning, and knock him off his rocker with several somersaults—and a final Light Speed Attack.

Stage: 14 / Final Chase

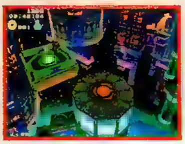
While Sonic's on the way to the cosmic cannon, Shadow speeds through a similarly twisted series of rails attempting to head him off at the pass. Shadow's path is full of gravity cylinders that have their own orbits. Prepare for gut-wrenching travel.

Sickening Spin Cycle



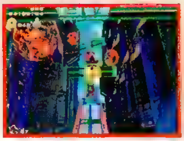
Each gravity cylinder is like a planet. No matter how it's positioned, you'll be drawn to it, spinning around its drum. Escape its pull by running and jumping.

Name That Tune



To find Shadow's Mystic Melody, climb all the way up the vertical gravity cylinder with the electricity collar. The power-up's platform is nearby.

Freefall Acrobatics

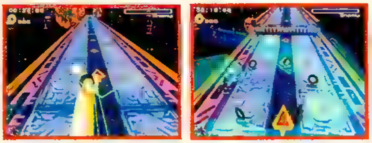


Late in the stage, you'll see gravity cylinders in the distance. Leap at them—their pull will save you from plunging to earth, if you jump correctly.

Final Stage: Sonic

One last flip-side boss battle: On the same collapsing space bridge seen after Hero Stage 16, Shadow must pursue Sonic, spinning to stay ahead and pouncing on his opponent in a race for hedgehog dominance.

Bridge to Notoriety



Same strategy as for defeating Shadow: Keep moving forward, or Sonic will release a Chaos Control attack at you. Chip away at his life meter with several somersaults, then deliver the final Light Speed Attack to finish the job.

Biggest Bash Ever!

So does Sonic save the day, or does Shadow destroy the planet? It's not over yet! By completing both Hero and Dark Stories, you'll unlock a hidden series of missions with absolutely titanic bosses. Even after you've completed the story, you're light years away from finishing Sonic Adventure 2: Battle. The more you play, the more features you unlock—so keep Sonic spinning! 🍄

MIDWAY
4-PLAY AT ITS BEST
NINTENDO GAMECUBE
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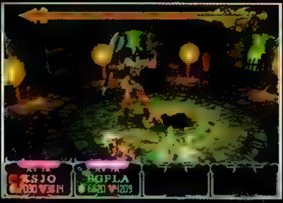

Terrifying Boss Battles

Spectacular Magic Attacks

JOE
BOOR
JIMBO

1-4 Player Co-operative Action

NINTENDO GAMECUBE
GAUNTLET
DARK LEGACY

TEEN
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CONTENT RATED BY ESRB

Blood
Violence

PlayStation®2

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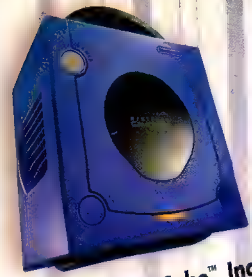

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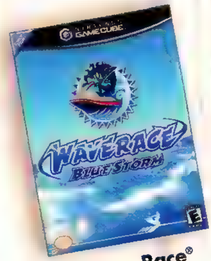

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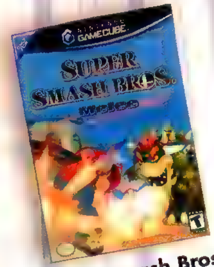

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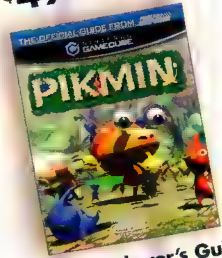

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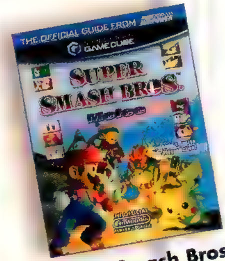

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PRODUCTS RANGE FROM EVERYONE to TEEN
E-T
CONTENT RATED BY
ESRB

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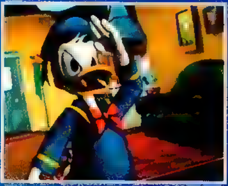
LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

DISNEY'S DONALD DUCK: GOIN' QUACKERS
BOMBERMAN MAX 2: RED ADVANCE AND BLUE ADVANCE
CHESSMASTER
HIGH HEAT BASEBALL 2003
ICE AGE
KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED
MOTO GP
MOTOCROSS MANIACS
THE SCORPION KING: SWORD OF OSIRIS

DISNEY'S DONALD DUCK: GOIN' QUACKERS

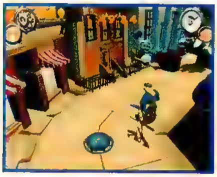


EVERYONE
E
Mild Violence
CONTENT RATED BY
ESRB

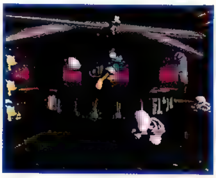
Daisy is in danger and Donald is ready to run to her rescue in a GCN retooling of Donald Duck's N64 adventure from Ubi Soft and Disney Interactive. When evil magician Merlock kidnaps reporter Daisy, Donald must use Gyro Gearloose's Gamma-Tubal-Teleport to get to Merlock's Mansion and set Daisy free. Donald's adventure takes him through 20 levels in four settings and features platform-jumping action from every angle.

POWER PLAY

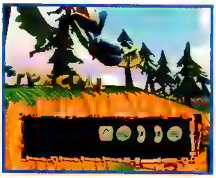
[illegible] cial areas



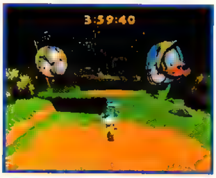
You'll run and jump through Duckie Mountain, Duckburg and beyond. Some levels scroll to the side. Some run into the screen and some flow the opposite direction, toward the viewer.



After you clear four levels in a given location, you'll take on an area boss. Avoid the boss's attack then counter when the boss is vulnerable.



If you collect gears with good speed and regularity, you'll earn a special move from Donald's nephews. Hit three enemies in midair, press the R Button then key in the move.



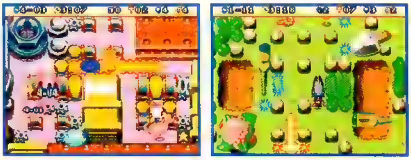
As you venture through the dangerous game world, you'll need all of the help you can get. Collect floating coins with the characters' faces on them to earn extra lives.

BOMBERMAN MAX 2: RED ADVANCE AND BLUE ADVANCE

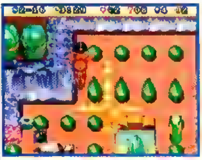
EVERYONE

Mild Violence

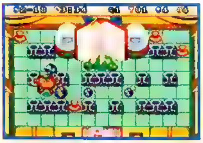
Bomberman and his pal Max shrink to the size of Charaboms in a dual-Pak Game Boy Advance adventure. Evil Mujoe and his Hige Hige bandits are behind the hero-resizing as part of a plot to control the universe. The game features Single-Pak and Multi-Pak linked multiplayer options.



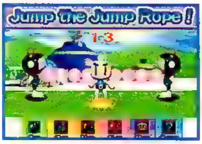
In Bomberman Max 2: Blue Advance, you control Bomberman through the adventure and the first Charabom that you collect is Pommy. In Bomberman Max 2: Red Advance, Max is your man and your first Charabom is Dorako.



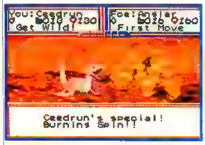
You'll destroy soft blocks, defeat drone enemies and collect power-ups in each level as you make your way to Mujoe.



After you clear each batch of stages, you'll go up against a final foe in a Bomberman boss battle.

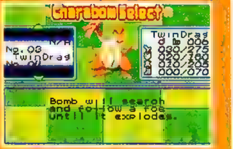


When you collect flags in the Normal Game stages, you'll be able to enter minigames for a chance to earn more power-ups.



Ceedrun's special! Burning Splint!

In the Battle Game, you can go up against the computer or a linked player in a Charabom showdown. Select your fighter and go.



Bomb will search and follow a foe until it explodes.

POWER PLAY

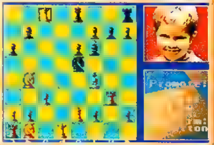
Charaboms are collectible creatures that you can ride to victory. Each Charabom has its own abilities and special powers. Collect as many of them as you can.

CHESSMASTER

Chessmaster

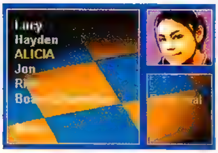
EVERYONE

Many people consider chess to be the perfect game—an easy-to-learn but difficult-to-master simulation of war that has filled volumes with thoughts on strategy and technique. The Chessmaster series has earned a reputation for considering all aspects of the game and offering a challenge for chess novices and chess champions alike. The GBA version includes Single-Pak and Multi-Pak link options.

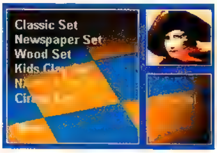


POWER PLAY

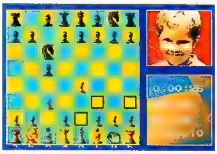
If you manage to march a pawn six squares to your opponent's home turf, you can promote the pawn to a more powerful position, such as queen. That will give you a distinct advantage in a close game.



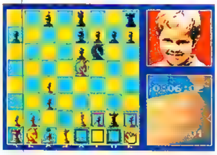
Computer opponents range from beginners to grand masters. The best players can take a long time to make their moves—proof that you can't rush greatness.



A selection of 10 chess set looks ranges from the classic set to the Napoleon set to a set that features dog-shaped pieces. You should begin with the classic pieces.



After you select a piece, black outlines will show you where you can move the piece—a good primer for beginners.

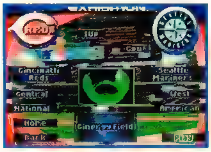


Red outlines indicate positions on the board that are in jeopardy. Look at them carefully before you make your move.

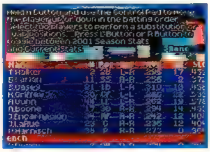
HIGH HEAT BASEBALL 2003

EVERYONE
E
CONTENT RATED BY
ESRB

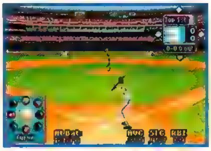
Hot on the heels of the release of High Heat Baseball 2002, 3DO presents the 2003 model of its popular and realistic baseball series. Among the new features are multiplayer action for linked play, detailed box scores and updated rosters that reflect some off-season moves.



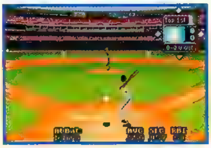
In Exhibition Mode, you can select a matchup between any two MLB teams. Link with a friend or play against the computer.



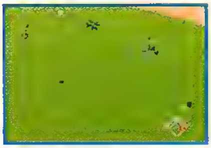
The rosters were frozen in the early off-season. You can adjust the lineups, but you can't trade players or make pickups.



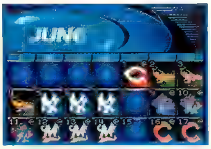
Every pitcher has a true-to-life pitch repertoire. Keep your eye on the count and make your pitch selection.



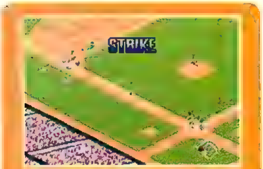
After you select the pitch, you can choose the location. Mix it up and don't be afraid to throw one out of the strike zone.



You can select automatic fielding or choose to field the ball yourself. When the ball is in the air, move to the blue mark.



If you want to play through in a hurry, you can select short games and short seasons. Or you can play through a full season.



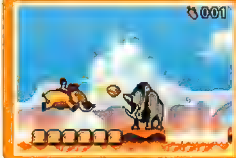
POWER PLAY

Some runners take long leads. If it looks like the runner is going to move, get ready to fire the ball to the base as soon as it reaches your catcher. It pays to use a catcher with a strong arm.

ICE AGE

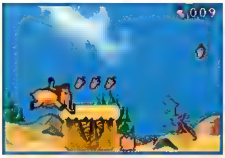
EVERYONE
E
CONTENT RATED BY
ESRB
Violence

As the Ice Age is about to close another chapter of prehistory, the mammoth and sloth team of Manny and Sid are on a quest to save an abandoned child, Roshan, from the elements. Based on the Fox film, Ice Age the game is a side-scrolling adventure that challenges you to clear some levels with Manny and Roshan and others with Sid. Keep fighting, collect nuts and don't get left out in the cold.

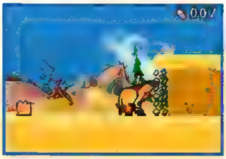


POWER PLAY

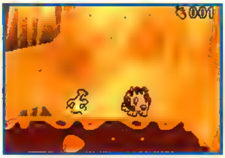
Some creatures are best dealt with from a distance. When you go up against the sleeping rhino, come equipped with a giant nut. You'll be able to knock the beast out of the way with a single shot.



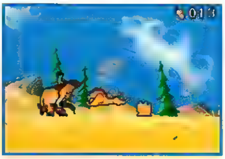
The only way to stay healthy is to collect plenty of nourishing nuts. You'll lose nuts when enemies hit you. If your nut supply is depleted, you'll lose a life. Collect 40 nuts in a level for a special bonus.



Manny has a powerful pair of tusks. You can use them to battle enemies and break away rocky obstacles. Roshan gets into the act by hopping from Manny's back to collect floating nuts.



When you take the controls as Sid, the sloth, the screen will scroll automatically. You must keep moving to stay ahead of the pace. Sid can spin like a tornado to break through some obstacles.

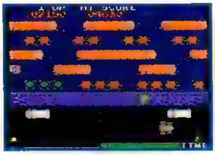


A wide variety of prehistoric predators will try to keep you from your goal. Stomp them or hit them with your tusk attack. You'll be able to dispatch most enemies quickly and easily.

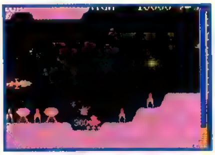
KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

EVERYONE
E
Violence
CONTENT RATED BY ESRB

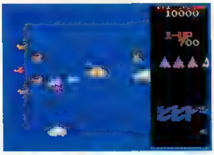
Count down to the golden age of arcade games with titles spanning from 1981 to 1985 in Konami Collector's Series: Arcade Advanced. Every one of the six classics features a different play style. Four of them include both Multi-Pak and Single-Pak multiplayer link action.



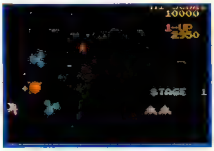
The challenge is threefold in Frogger. Avoid traffic, catch a ride on turtles and logs, then grab a bite while you hop home.



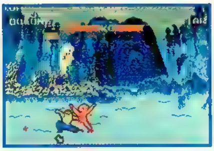
The dangers of the Scramble system will keep you on the move. Destroy what you can and avoid the rest.



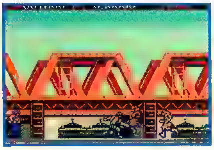
Travel to the past with the aerial acrobatics of 1982's Time Pilot. As you advance, enemies get faster and more powerful.



Gyruss adds a big twist to the Space Invaders alien battle. Your ship spins around a cloud of enemies who fly out to the edges.



A one-on-one fighter that predates Street Fighter II by several years, Yie Ar Kung Fu features fast action and combo moves.



Enemies may come from any direction as you try to rescue prisoners of war in 1985's Rush'n Attack. Watch out for jumping attacks.

POWER PLAY

Your fuel supply drains quickly in Scramble. You can fill up by destroying fuel tanks. Try to stay low and hit the tanks with bombs or rapid-fire shots.

MOTO GP

00:00:00
16/16

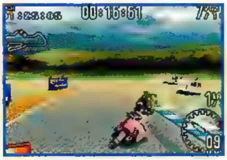
EVERYONE
E
CONTENT RATED BY ESRB

The manual for Moto GP, from THQ, reminds you to practice safe driving and courtesy to others while riding a motorcycle in real life. Those rules do not apply in the video game version of the fastest sport on two wheels. The only way to make your way to the top of the tournament or finish ahead of the pack in the Moto GP Championship Grand Prix is to open up the throttle and tear past the competition. Rev and roll.

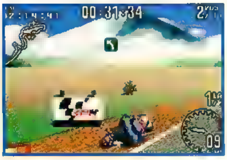
Select your rider

Select Track

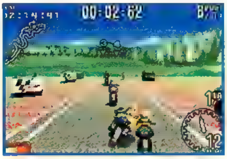
Quick Race Mode allows you to hit the track in a hurry. In Tournament play, you can unlock new racers with every circuit championship. By winning races in Grand Prix Mode, you can unlock new tracks, eventually making your way to 16 worldwide locations. Up to four players can compete at once in Multi-Pak linked play.



Try to stay inside on turns and lean in. If you lean in too much for too long, you'll lose control and spill.



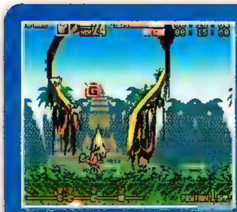
The turn indicator near the top of the screen helps you anticipate curves. Watch your speed as you turn. A fast and wide turn could put you in the dirt.



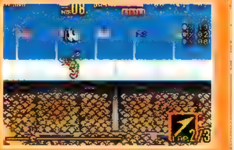
As soon as the race begins, you'll make your way through the pack and into the Moto GP elite. Try to pass as much as you can in straight sections.

POWER PLAY

The wheelie gauge in the lower left corner of the screen indicates the amount of time that you will be able to sustain a wheelie. Pull back to execute the move.



EVERYONE
E
Mild Violence
CONTENT RATED BY
ESRB

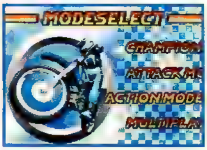


POWER PLAY

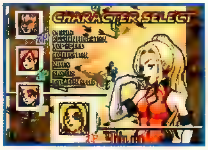
You can boost your trick points with midair maneuvers. If you've got some hang time, press Left or Right to flip in the air.

MOTOCROSS MANIACS ADVANCE

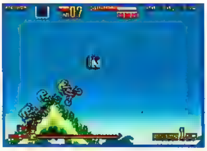
While Moto GP offers serious sim cycle action, Konami's Motocross Maniacs Advance is pure arcade fun complete with jumps, loop-the-loops and power-ups. Choose from a lineup of wild racing characters and take to the track.



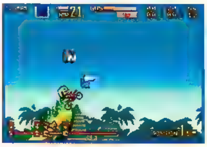
Championship Mode takes you through a series of races. Action Mode plays like a collection of motorcycle minigames.



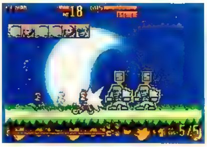
Every racer varies in categories that translate to speed, acceleration and trick ability. You'll unlock more racers as you go.



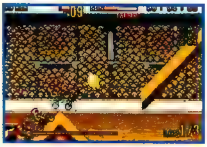
The track is packed with pickups that give you speed and special abilities. Nitro boosts are an important speed component.



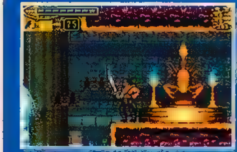
Some pickups help you take out the competition. Collect a missile and let it fly.



Action Mode games include Bomb Tag and Zombie Attack, where you must plow through an army of undead.



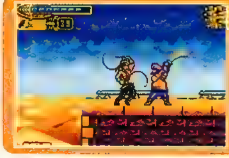
Attack Mode includes Time Attack and Point Attack options, which let you add your accomplishments to the records.



EVERYONE
E
Violence
CONTENT RATED BY
ESRB

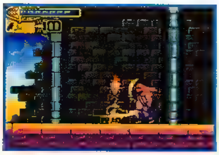
THE SCORPION KING: SWORD OF OSIRIS

Dwayne "The Rock" Johnson makes the leap from wrestling games to side-scrolling action with the release of The Scorpion King from Universal Interactive, based on the new hit movie. Mathayus, the Scorpion King, faces the kidnappers of his bride, Cassandra, in an all-out desert brawl that centers on the search for a special sword. With the Sword of Osiris, Mathayus can stop a brutal sandstorm.

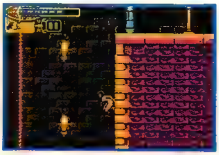


POWER PLAY

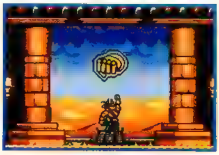
If you're looking for a fast attack alternative, you can switch from your sword to your scimitars. They're not as strong as the sword, but they are much faster. Use them to catch your enemies off guard.



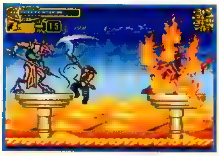
Before you take on the role of the Scorpion King, you'll play through a prologue with Cassandra. A battle with Menthu will end with the villain capturing the queen. Then, it'll be Mathayus's turn to fight.



In addition to running, jumping and swinging your sword, you can climb ropes, perform a scaling wall jump maneuver and hang from the ceiling. The versatility of the character adds a lot of fun to the action.



As you progress, you'll earn the four knuckles of the Hero's Gauntlet. Each knuckle will make your weapons grow stronger and help you advance another step toward your goal.



Many incredible challenges wait between you and your goal, including mummies, warriors, cobras and sandstorms that will knock you back and impede your progress.

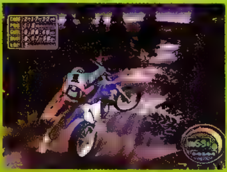
JEREMY McGRATH supercross world

J. MCGRATH // BORN 11.19.71 // PRO SINCE 1989
RECORD HOLDER: MOST SUPERCROSS WINS EVER
10-TIME AMA SUPERCROSS WORLD CHAMPION

LEV 03 LEV 08 LEV 12 LEV 22 LEV 25

jeremy mcgrath and freestyle phenom travis

indoor supercross, freestyle and outdoor


nacs, supermans, fender grabs, 360s and

head-to-head split-screen mode

THERE ARE MANY RIDERS.
BUT THERE IS ONLY ONE KING.

Jeremy McGrath Supercross™ World 2001 and Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Screens shown were taken from the PlayStation®2 computer entertainment system version of the video game

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

Mild Lyrics
Mild Language
Mild Violence

PlayStation 2

NINTENDO GAMECUBE

Acclaim max sports

ARENA

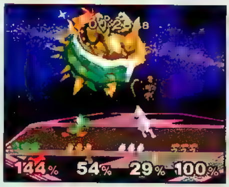
ARE YOU GAME?

CHALLENGE

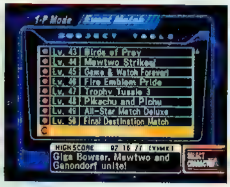
How fast can you defeat Giga Bowser, Mewtwo and Ganondorf in the final level of Event Match in Super Smash Bros. Melee? Send a photo of your fastest time for Level 51, The Showdown, to enter this month's Arena Challenge. To throw down in The Showdown, you'll have to unlock the level by defeating Giga Bowser in Adventure, unlocking all characters (except Pichu) and completing the first 50 levels of Event Match.

SUPER SMASH BROS. MELEE

EVENT MATCH



THE SHOWDOWN



Lv. 43 Birds of Prey
Lv. 44 Mewtwo Strikes!
Lv. 45 Game & Watch Forever!
Lv. 46 Fire Emblem Pride
Lv. 47 Trophy Tussle 3
Lv. 48 Pikachu and Pichu
Lv. 49 All-Star Match Deluxe
Lv. 50 Final Destination Match

HIGH SCORE 07 16 // (TIME)
Giga Bowser, Mewtwo and Ganondorf unite!

Play Level 51 of Event Match and send in a photo of your record time. All fighters have a stock supply of three, so it'll be a long match. Try using a character who's good at jumping to avoid the enemies' powerful attacks.

NP SCORE BOARD

SUPER MONKEY BALL: 10-ROUND MONKEY TARGET HIGH SCORES (VOLUME 152)

Shay O'Neil, Albuquerque, NM	6,540
Ed Lamb, Livonia, MI	6,120
Brent Bakewell, Livonia, MI	5,980
Jonny Peru, Ridgefield, WA	5,715
Timothy Sook, Tulsa, OK	5,490

CAUTION:

TWISTED CHALLENGES AHEAD

In SSX Tricky, what's the highest score you can get in the Tokyo Megaplex without using Über Tricks?

– BRIAN POLANCO
MAYWOOD, CALIFORNIA

How far can you get in Golden Sun without using new equipment or summoning any Djinn in battle?

– DANIEL CHAN
BROOKLYN, NEW YORK

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before May 4, 2002.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA@NINTENDO.COM

NINTENDO POWER ARENA V.155
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

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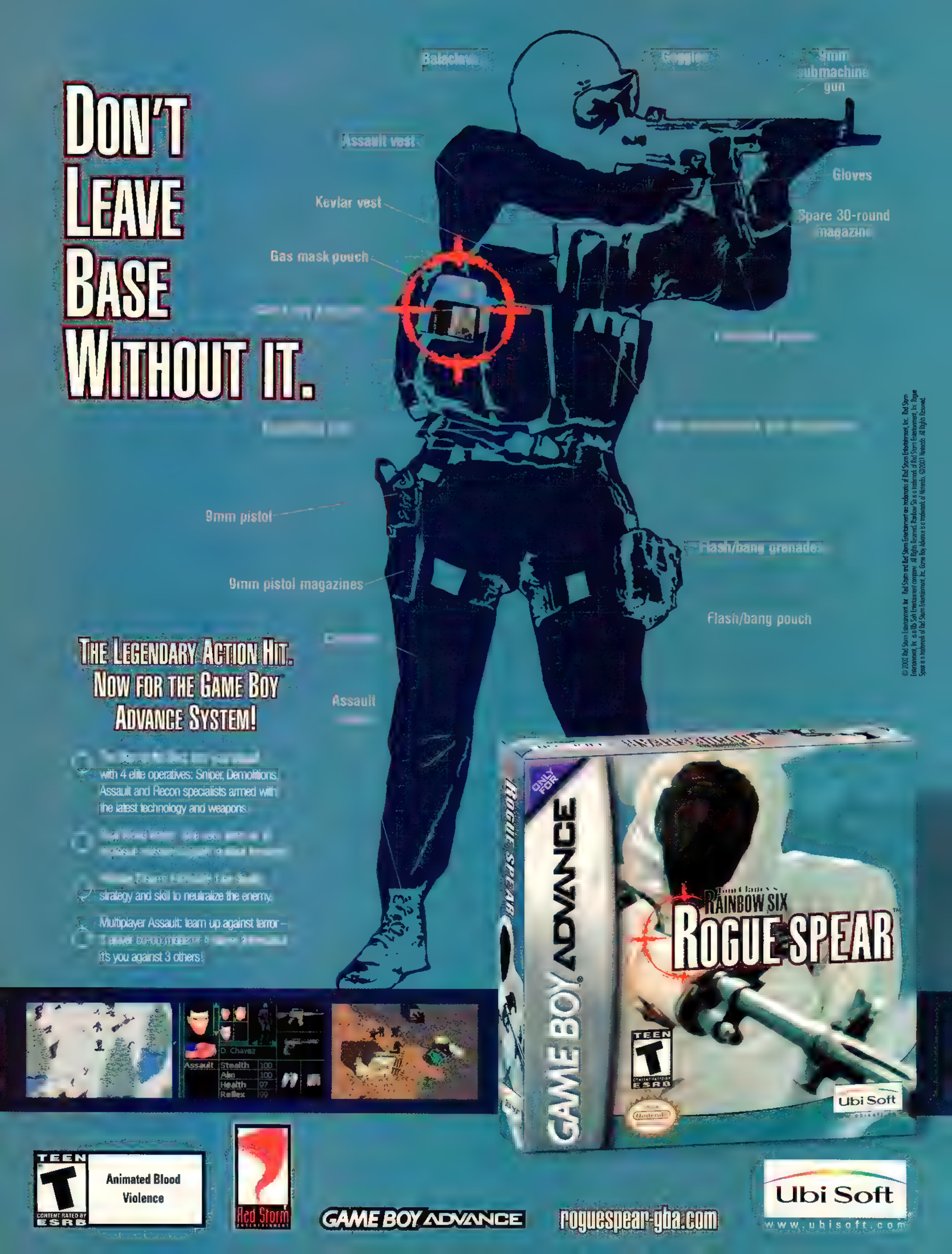
Balaclava
Goggles
9mm submachine gun
Assault vest
Kevlar vest
Gloves
Spare 30-round magazine
Gas mask pouch
9mm pistol
Flash/bang grenades
9mm pistol magazines
Flash/bang pouch
Assault
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Tom Clancy's
RAINBOW SIX
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Nintendo
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D. Chavez
Assault
Stealth 100
Aim 100
Health 97
Reflex 99

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TEEN
T
CONTENT RATED BY
ESRB

Animated Blood
Violence

Red Storm

GAME BOY ADVANCE

roguespear-gba.com

Ubi Soft
www.ubisoft.com

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES APRIL 2002

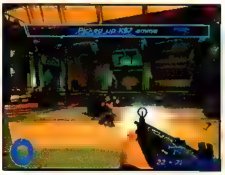
★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

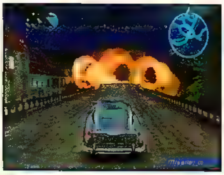
JAMES BOND 007 IN AGENT UNDER FIRE

EA renews Agent 007's license to thrill.

Celebrating 40 years on the silver screen, James Bond buttons up his tux for an all-new adventure, and it's not coming to a theater near you. Agent under Fire is an original story created especially for the 12-mission action game, and it comes from EA with love. Looking as slick as the secret agent's perfect hair, the eye-popping adventure boasts detailed cityscapes and other locales that never seem filled with cut-and-paste generic backdrops. Moreover, the game nicely conveys 007's world of intrigue, high-tech weaponry, car chases, exotic jet-setting and sly-dog situations. If that world is not enough for you, the spy game's varied game play will reel you in like 007's new grappling tool, the Q-Claw. Most levels are first-person shooter levels filled with state-of-the-art toys, including rocket packs. On other missions, you'll buckle up in an Aston Martin or BMW. While the driving levels give you control of your vehicle, the rail-shooter levels will take you for a ride as you automatically cruise on a fixed path while targeting enemies along the way.

The game play varies from mission to mission, but every level features a number of Bond Moves—cool feats, such as shooting gas tanks to take out multiple enemies—which you can perform for bonus points. Being able to use the C Stick to aim while walking is a standout feature of the tight control scheme, and it'll come in handy for the fun frag match scenarios for one to four players.





COMMENTS: **George**—Sharp graphics, great music and a lot of variety. **Jason**—Don't expect GoldenEye 007—the first-person shooter levels are basic and require little stealth. It's the vehicle levels that are a blast. **Scott**—I like the mix (shaken, not stirred) of first-person shooting and driving.

NINTENDO GAMECUBE
007 Agent Under Fire
EA

- EA 3
- 1 to 4 players simultaneously
- 12 missions

CHRIS	★★★½
GEORGE	★★★★
JASON	★★★
JENN	★★★
SCOTT	★★★★½

TEEN
T
CONTENT RATED BY ESRB
Violence, Suggestive Themes

PAC-MAN WORLD 2

The classic arcade hero goes 3-D on GCN.

NINTENDO GAMECUBE
PAC-MAN WORLD 2
E

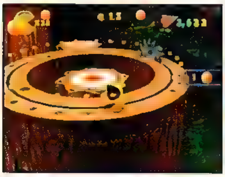
Pac-Man's come a long way for a guy who used to look like a cheese pizza with a slice missing, and Namco has updated the arcade hero by giving him arms and legs and the ability to swim, skate, roll, bounce and pilot a sub. Fans of the classic maze-munching formula won't be disappointed—Pac-Man World 2 deftly combines the dot-to-dot ghost-gobbling with 3-D hop-and-bop gaming à la Mario.

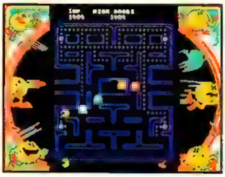
Throughout the adventure's 24 levels, you'll wander around colorful worlds in search of dots, fruits, Power Pellets and ghosts. While munching is still a big part of the game play, the twist is in how you reach the snacks. By bouncing off trampolines, rolling into enemies, hopping across toppling ledges and shooting deep-sea targets, you'll be able to keep Pac-Man fed. Just as fun as the action is the catchy music, which is never annoying. A slight case of frustration might set in, however, courtesy of the stubborn camera, since it tends to get hung up when you try to reposition it. Dots float in the air, and it's often tough to gauge your relative position. You might have trouble getting your bearings, but platformer fans will easily get their kicks since the levels feature plenty of secrets to uncover, including 15 hidden maze minigames and 180 tricky tokens to pocket. With enough tokens, one to two players can play the original Pac-Man, Ms. Pac-Man, Pac-Attack and Pac-Mania games. Packed with Pac-action, the game offers thrills that are alternately familiar and fresh and always fun.

- Namco 8
- 1 to 2 players simultaneously
- 24 levels

CHRIS ★★★★
GEORGE ★★★★½
JASON ★★★★
JENNI ★★★½
SCOTT ★★★★

EVERYONE E — Mild Violence

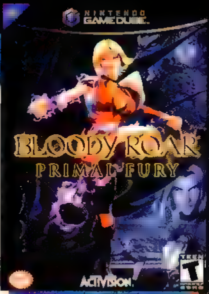




COMMENTS: **Andy**—Nothing too surprising, but it's solidly fun. **Jason**—It's incredibly replayable and fun every time through. It offers inspired level design and a generous helping of old-school classics. **Chris**—The challenges are dutifully difficult.

BLOODY ROAR: PRIMAL FURY

What if the Animorphs got all Tekken on one another?



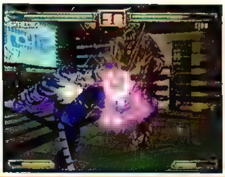
While Super Smash Bros. Melee broadened the scope of fighting games, Activision's Bloody Roar: Primal Fury has clawed its way to being the GCN's first traditional one-on-one combo-based brawler. Previously on PSX and PS2, Bloody Roar stocks its fourth installment with the fighting game standards, including 3-D arenas, breakaway walls and spectacular special moves. The usual cast of fighting game contenders also appears—there's the thug, the school girl, the vixen, the rebel and seven other main characters—but what sets them apart is that you can tap into their beast within.

As you bash out rapid-fire moves in the savage scrapper, your Beast Meter will slowly fill, enabling you to mutate into an anthropomorphized creature. Each character transforms into a different beast, among which are a giant chameleon, mole, rabbit and wolf. The mutations are cool, and the new abilities that come with them are devastating. Brutal combos and "Hyper" attacks can soar into the 50-hit range, but most moves hover around the eight-hit zone. Despite sporting complex Control Pad and button combos to learn, the game is mainly a button-masher since most of the combos require you to tap A or B repeatedly. Solo players can fight tooth, nail and paw in Training, Arcade, Time Attack, Survival and Team Battle Modes, while two players can throw down in Versus and Vs. Team Battle Modes. A graphical powerhouse, Bloody Roar offers action that's a bit too basic to be a knockout.

- Activision 3
- 1 to 2 players simultaneously

ALAN ★★½
ANDY ★★★
GEORGE ★★★½
JASON ★★½
JENNI ★★½

TEEN T — Blood, Suggestive Themes, Violence



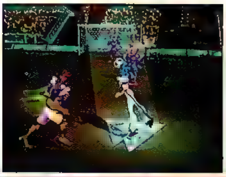
COMMENTS: **Chris**—The combos are nearly impossible to figure out. **Andy**—Creative animal morphs add depth to an otherwise average fighter. **George**—It's solid, but not extraordinary in any one category. **Jenni**—A slow, clunky fighter.

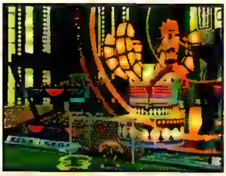
SEGA SOCCER SLAM

Sega takes soccer to the edge. Ain't that a kick in the head?

If you can't use your hands in soccer, how can you throw punches at your opponents? Sega gives a swift kick in the pants to straight-arrow sports games and turns soccer on its ear, injecting tons of attitude, insane supernatural abilities, gravity-defying moves and rule-breaking assaults that would make a hooligan run for cover. Following in the tradition of NFL Blitz, NBA Street and other over-the-top sports games, Soccer Slam goes for arcade thrills and hard-hitting action.

The three-on-three game stars teams of cartoonish players (in both looks and personality) who can charge up their special abilities to transform into flashy mutations such as tidal waves or electricity. By performing dekes and other fancy footwork or by stringing together combos, you can fill up a special meter which will allow you to perform a Killer Kick. If you receive the ball while standing in a special spotlight that appears on the field, you'll pull off an aerobatic maneuver to score a goal. The scene plays out in slow motion, complete with *Matrix*-style ripple effects surrounding the speeding ball, and it's a satisfying payoff amid the frenetic action. Linking combos and chasing after randomly appearing spotlights for special kicks adrenalize the action, as do the hilarious one-liners from the players. Seamless commentary, power-ups you can buy with victory money and easy-to-master controls round out the polished package, making Soccer Slam a ball for anyone who likes arcade sports to the extreme.





COMMENTS: **George**—Slick, crazy, extreme action with a lot of cool features. **Chris**—It has loads of style, but the unbalanced AI gets old quickly. **Alan**—You can use the same strategy with all six teams. **Andy**—I love creativity like this. You can really see the sports genre evolving.

- Sega 5
- 1 to 4 players simultaneously

ALAN	★★★½
ANDY	★★★★
CHRIS	★★★★
GEORGE	★★★★
JASON	★★★½

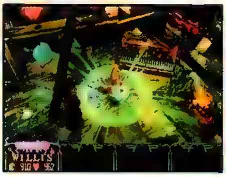
EVERYONE
E
CONTENT RATED BY ESRB
Violence

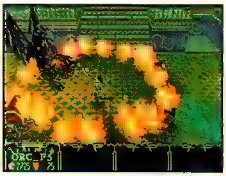
GAUNTLET: DARK LEGACY

Just like before, Midway throws down the Gauntlet.

Ever since Gauntlet first hit arcades in the mid-'80s, the sword-and-sorcery game emphasized four-player adventuring. The multiplayer legacy continues with Midway's Gauntlet: Dark Legacy, a barbaric and spellbinding quest that'll be familiar to anyone who's played the recent arcade updates or the version that appeared on N64. In fact, Dark Legacy for GCN is so similar to the previous home version of Gauntlet that it's graphically underwhelming. Moreover, several levels seem suspiciously similar to the N64 version's, but the game boasts plenty more new ones—over 40 areas for gamers to slash their way through.

Up to four players can play as a team to rid medieval realms of monsters who spill out of Enemy Generators. Most of the action is rapid-fire fighting, but players (who assume the roles of archers, jesters, wizards and other renaissance fair characters) must also locate hidden items, avoid traps, activate switches and navigate mazes. New features include Quick Attacks and Slow Attacks, hand-to-hand assaults activated by button combos, and Two-Player Combos that enable a player to use a teammate as a weapon. The game is fast, the action is nonstop, and the adventure provides endless items to collect, cool power-ups to use, experience points to accumulate, upgrades to earn and hidden secrets and characters to uncover. If it's multiplayer fun—not sharp graphics—you're after, Gauntlet's your game.



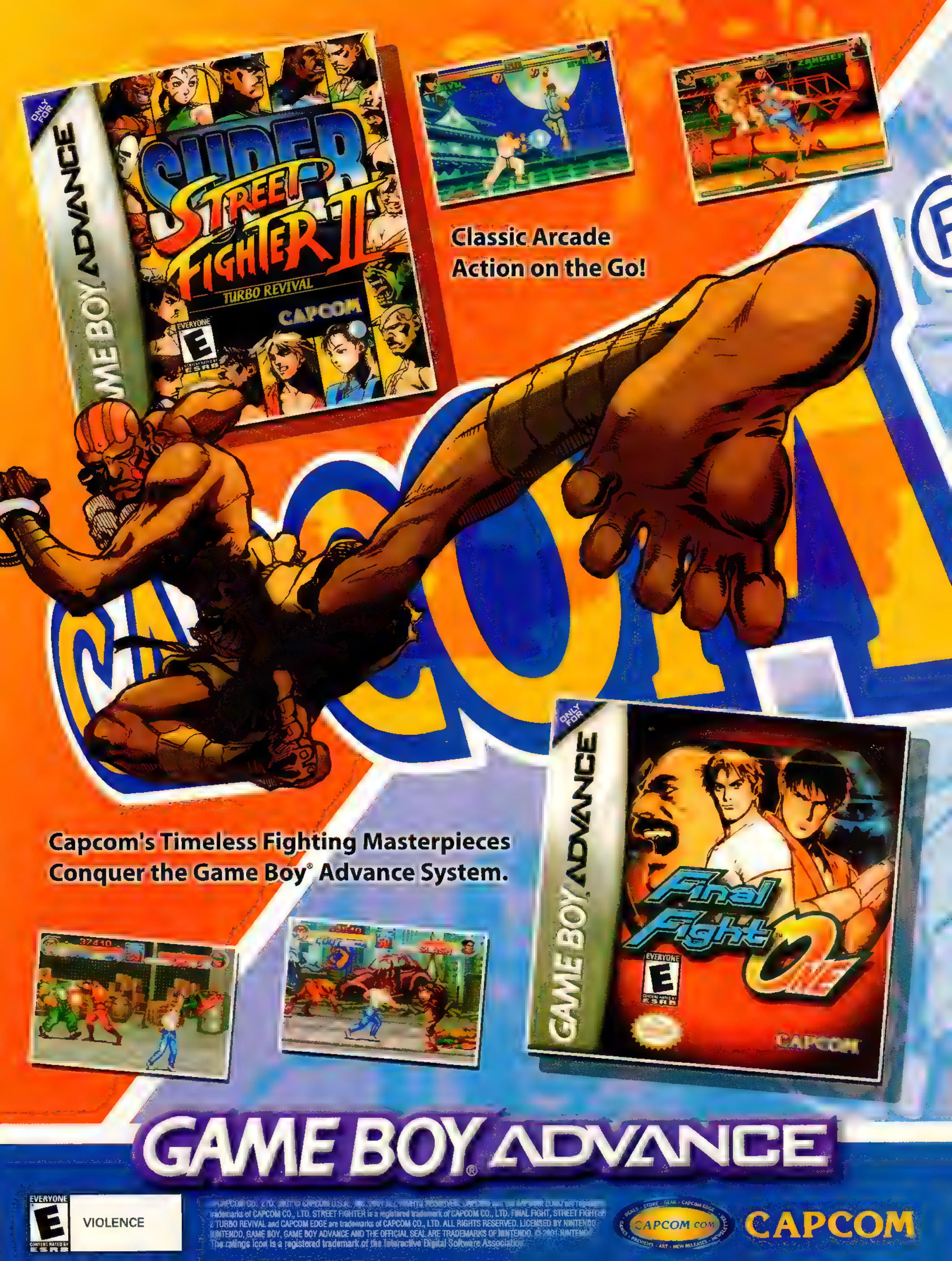


COMMENTS: **Jason**—It's nothing revolutionary or eye-popping, but I can't deny how satisfyingly fun it is. Leveling up characters is addictive. **Scott**—The levels are huge and the fighting is constant. **Andy**—A blast for four players. **George**—Some light role-playing elements make it more compelling.

- Midway 8
- 1 to 4 players simultaneously

ANDY	★★★½
CHRIS	★★★
GEORGE	★★★½
JASON	★★★★
SCOTT	★★★★

TEEN
T
CONTENT RATED BY ESRB
Blood,
Violence


ONLY FOR
GAME BOY ADVANCE
SUPER STREET FIGHTER II
TURBO REVIVAL
CAPCOM
EVERYONE
E
CONTENT RATED BY ESRB
ONLY FOR
GAME BOY ADVANCE
Final Fight ONE
EVERYONE
E
CONTENT RATED BY ESRB
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GAME BOY ADVANCE
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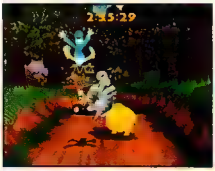
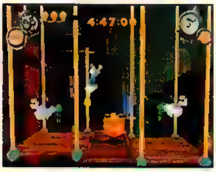
DISNEY'S DONALD DUCK: GOIN' QUACKERS

Donald's on a quack attack in a reworked version of the N64 game.

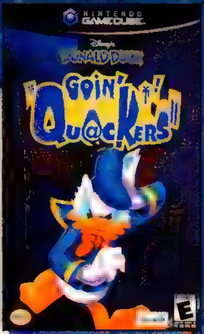
If you think Midway should be under fire for rehashing an N64 game for the GCN without upgrading it to next-gen console standards (see the Gauntlet: Dark Legacy review on page 148), then Ubi Soft is pretty much a sitting duck. Goin' Quackers is based on the same premise and game mechanics in Donald Duck's N64 game, but the 3-D platformer sports new levels and some new combo-based moves. Besides, no one seems to complain that Tetris reappears on every console, so why should Donald be treated any differently? The fact is Goin' Quackers is a nice game that's perfect for younger players, while also having enough depth for more experienced platformer fans to get into (sort of like Disney's Tarzan Untamed for GCN). Whether you're waddling forward, roaming side-scrolling levels or fleeing toward the screen in a chase level, Donald is always expressive, giving you the feeling that you're controlling a living cartoon. Moreover, the game spruces up the previous incarnation of Goin' Quackers by adding some small cel-shaded effects, 14 special attacks to unlock, over 16 revamped levels to explore and a Time Attack Mode and other persuasive incentives to get you to play every area multiple times.

Maybe Goin' Quackers won't ruffle any feathers, but the Disney-quality graphics, zany and gorgeous cinema scenes, top-notch musical score and double-jumping platformer fun will be just ducky for fans of the web-footed wonder.





COMMENTS: **Scott**—If you haven't played the N64 version, the GCN game is prettier. **Chris**—The few improvements they made were useless, particularly the special moves. **George**—Good graphics and wacky action make this a fun platformer. **Andy**—While I think there are challenges to keep experienced gamers interested, I think younger gamers will get more out of this game.



- Ubi Soft
- 1 player
- 4 worlds

ANDY	★★★
CHRIS	★★
GEORGE	★★★½
JENNI	★★★
SCOTT	★★★

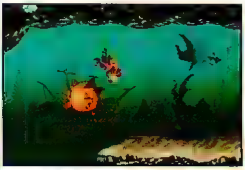
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

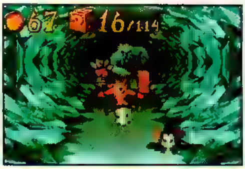
CRASH BANDICOOT: THE HUGE ADVENTURE

Prepare for a head-on collision when Crash meets the GBA.

Hot on the heels of Sonic the Hedgehog's GBA debut comes yet another rival video game mascot. In the Huge Adventure from Universal Interactive, Crash Bandicoot shows off what the marsupial is famous for—varied styles of game play. The 20-level action game mainly features side-scrolling platformer stages, but it also intermingles 3-D chase levels and rocket-powered flying areas. Filled with obstacle-dodging action, the game requires you to twist into Crash's Tornado Spin or to flop into his Super Body Slam so you can defeat enemies or bust open the various power-up crates located in every area. Nabbing collectibles is a big part of the Huge Adventure, and pocketing crystals is the key to unlocking boss battles.

Crash Bandicoot is for one player only, but two players can link up using the game's Multi-Pak function to swap game files. It's a handy feature, especially since the Huge Adventure is, indeed, *huge*. The adventure spans six environments, including swimming areas and frozen caverns. Play control is responsive, and the graphics are rich with detail—especially the dazzling 3-D levels. While some of the action can get repetitive (despite the varied presentation), the game provides solid action and substantial challenge in its puzzle elements. As a newcomer to GBA, the bandicoot's Nintendo debut is promising, and like Crash's name suggests, the game could result in a big hit.





COMMENTS: **Chris**—I like the attempts to mix things up a bit, but the levels get a little tired. **Scott**—There may be a lot of repetition in the types of areas, but the puzzles become harder as you progress. **Andy**—The challenges are generally more difficult than those of Mario games—and sometimes more frustrating.

GAME BOY ADVANCE
Crash Bandicoot

- [illegible]
  64 [illegible]
- 1 player
- Multi-Pak Game Link function for trading data
- 20 levels

ANDY	★★★★
CHRIS	★★★
JASON	★★★
JENNI	★★★½
SCOTT	★★★★

EVERYONE
E
ESRB

MEGAMAN BATTLE NETWORK
GAME BOY ADVANCE
CAPCOM
Classic RPG Adventures.
BREATH OF FIRE
GAME BOY ADVANCE

EVERYONE E MILD VIOLENCE

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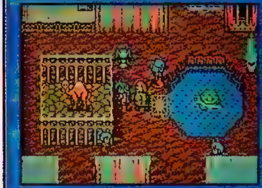
CAPCOM.COM CAPCOM

BREATH OF FIRE II

- Capcom/32 Megabits
- 1 player
- Multi-Pak Game Link function for trading data

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



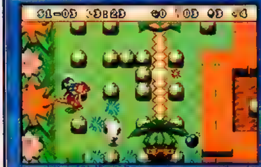
Not for the casual adventurer, Breath of Fire II is a complicated RPG that originally appeared on the Super NES. The familiar party adventuring, turn-based battles and epic scope that made the original a classic return virtually unchanged for the GBA version. Loaded with frequent battles, a deep story, intricate maps and lots of character-building situations, Breath of Fire II is complex enough for dedicated gamers who want an absorbing adventure.

ALAN	★★★★
CHRIS	★★½
JASON	★★½
JENNI	★★½
SCOTT [illegible]	★★★★

BOMBERMAN MAX 2: BLUE ADVANCE/RED ADVANCE

- Majesco/64 Megabits
- 1 to 4 players simultaneously
- Single- and Multi-Pak play

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



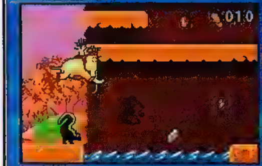
For the follow-up to the GBC game, Bomberman Max, Majesco is releasing two companion Paks—Blue Advance, starring Bomberman, and Red Advance, starring Max. The traditional bombing/puzzle levels are the same in both games, but each version features a unique ending and varying objectives (such as finding all hidden items) for the game's 100 areas. Players can also find and raise pet companions called Charabons for Game Link battles.

ALAN	★★★½
CHRIS	★★★½
GEORGE	★★★½
JASON	★★★★
JENNI	★★★★

ICE AGE

- Ubi Soft/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence



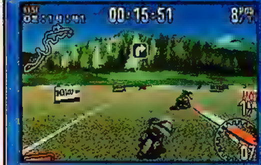
The subzero heroes from 20th Century Fox's computer-generated movie migrate to GBA in a side-scroller from Ubi Soft. As Manny or Sid, you can explore over 10 levels of arctic action. Probably not cool enough for experienced gamers, Ice Age is perfect for beginners, who'll enjoy chilling out with the platformer and its prehistoric bounty of jump-based challenges and hard-to-reach collectibles.

ALAN	★★½
ANDY	★½
CHRIS	★★
GEORGE	★★½
JENNI	★★½

MOTO GP

- THQ/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB



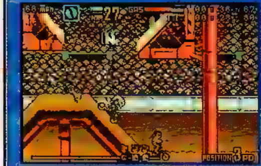
THQ's turbo-charged cycle race lets you hop aboard one of 12 licensed bikes from Honda, Suzuki, Yamaha and other companies in a 16-track competition. Changing weather, hairpin turns and Time Attack courses you can unlock by winning Tournament races will keep race fans revving for more. Tight handling, excellent sound effects, unpredictable tracks and four-player Multi-Pak competitions guarantee that Moto GP will be a wild two-wheeled ride.

ALAN	★★★★
CHRIS	★★★
GEORGE	★★★
JASON	★★★★
JENNI	★★★★

MOTOCROSS MANIACS ADVANCE

- Konami/32 Megabits
- 1 to 4 players simultaneously
- Single- and Multi-Pak play

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



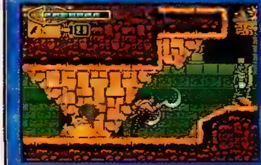
Konami's sequel to the GB and GBC side-scrolling cycle games is strikingly similar in look and game play. Motocross Maniacs Advance's 12 courses features loop-the-loops, underwater tracks and other bizarre areas, and you must manage your limited gas and boost supply to reach the finish. You can use rockets, mines and other power-ups to blast rivals, while you can use your bike to ram zombies in one of the game's three cool minigames. Excellent fun.

ALAN	★★★½
ANDY	★★★½
CHRIS	★★★
GEORGE	★★½
JASON	★★★★

THE SCORPION KING: SWORD OF OSIRIS

- Universal Interactive/ 32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence



Based on the spin-off movie for *The Mummy Returns*, The Scorpion King will sting action fans with side-scrolling fun that's as solid as the Rock. Full of swashbuckling action, Sword of Osiris features well-designed levels, cleverly hidden areas stocked with collectible Scorpions, and special items that upgrade your weapons. A notch above most side-scrolling action games, The Scorpion King is royally difficult and it plays tough like the People's Champ.

ALAN	★★★½
ANDY	★★★½
GEORGE	★★★★
JASON	★★★½
JENNI	★★★

IF YOU eveR
WANT to See
tINKeR BeLL AGAIN
YOU KNOW
WHAt to DO.
Disney's
PETER PAN
RETURN TO
NEVER LAND
GAME BOY ADVANCE
ONLY FOR
EVERYONE
E

Unlock real clips from the film on your GBA!

SUPER MOVIE SCENES and AMAZING FIGHTING MOVES

Disney INTERACTIVE

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PETERPAN-GAMES.COM

EVERYONE
E
CONTENT RATED BY ESRB
MILD VIOLENCE

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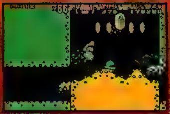
Tinker Bell's been kidnapped and Peter Pan needs her magical powers to fly. He also needs your help with amazing flying and fighting moves to defeat Captain Hook and rescue Tink before time runs out! Combine flying techniques with fighting moves for aerial acrobatics that will kick some serious pirate booty!

ONLY FOR GAME BOY ADVANCE

Disney's
PETER PAN
RETURN TO
NEVER·LAND

CEL DAMAGE • EA	GCN	Readers' Average Score at www.nintendo.com ★★★½		See Now Playing v.153 for more info	TEEN Comic Mischief, Violence
DARK SUMMIT • THQ	GCN	Readers' Average Score at www.nintendo.com ★★★★		See Now Playing v.153 for more info	TEEN Comic Mischief, Mild Language
SONIC ADVENTURE 2: BATTLE • Sega	GCN	Readers' Average Score at www.nintendo.com ★★★★½		See Now Playing v.154 for more info	EVERYONE Mild Lyrics, Violence
SUPER MARIO WORLD: SUPER MARIO ADVANCE 2 • Nintendo	GBA	Readers' Average Score at www.nintendo.com ★★★★½		See Now Playing v.153 for more info	EVERYONE
SONIC ADVANCE • THQ	GBA	Readers' Average Score at www.nintendo.com ★★★★½		See Now Playing v.153 for more info	EVERYONE

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN: RPG, Sports, Strategy, Adventure, Shooter, Racing, Platform, Arcade, Puzzle, Fighting

ANDY: Adventure, Shooter, Platform, Puzzle, Arcade, Fighting, Racing, Sports, RPG, Strategy

CHRIS: Adventure, Sports, Arcade, Strategy, Shooter, RPG, Puzzle, Racing, Platform, Fighting

GEORGE: Strategy, Adventure, RPG, Puzzle, Sports, Arcade, Platform, Racing, Fighting, Shooter

JASON: Adventure, Arcade, Puzzle, Platform, Racing, Shooter, RPG, Fighting, Strategy, Sports

JENNI: Adventure, Puzzle, Fighting, Shooter, Platform, Arcade, RPG, Racing, Sports, Strategy

SCOTT: Strategy, Adventure, RPG, Sports, Shooter, Platform, Racing, Puzzle, Arcade, Fighting

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD Early Childhood

TEEN Teen (13+)

ADULTS ONLY Adult (18+)

EVERYONE Everyone

MATURE Mature (17+)

RATING PENDING Rating Pending

To contact the ESRB, call 1-800-771-3772.

新感覚の
ゲーム
独特の
ルール
19
8
MIDWAY SPORTS
REDCARD 20 03
EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB
PlayStation 2
XBOX
NINTENDO GAMECUBE
20
BRIAN McBRIDE

Different Game. Different Rules.

Finally, a videogame that understands soccer really is a contact sport. RedCard 20-03's unique adrenaline-style gameplay lets you kick, score, celebrate and tackle your way through 50 international teams all vying for the Cup Championship. So all you Soccer Moms cover your eyes. RedCard 20-03 – Different game. Different rules.

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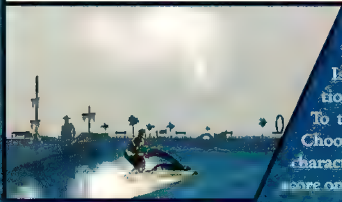
WAVE RACE® BLUE STORM

NIGEL CARVER WAVE RACE CHALLENGE



Deadline: May 10

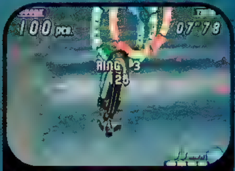
Welcome to the fourth Wave Race Challenge, hosted by Nigel Carver. Held on the Southern Island course during absolutely wicked storm conditions, the challenge is to earn the highest possible Stunt Mode score from the course. To take the challenge, enter the password below into the game's Password menu. Choose any character. After you complete the race, the game will provide you a 24-character results code. To enter the contest, you must send in your results code and top score on a postcard as detailed below.

USING THE PASSWORD

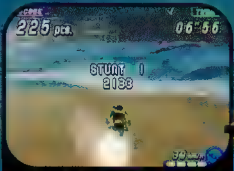
To access the Password menu, go to Options from the main screen and press X, Z and Start at the same time. Select the Password menu when it appears and use the Control Stick to select the numbers and letters in the password exactly as it is printed in the box on this page. If you enter the password correctly, a message will appear telling you what sort of challenge you've opened. Select OK to go directly to the race.

YOUR CHALLENGE PASSWORD:
WCX5WP5A

The competitor with the highest score will win a new 32" TV and a trip to Nintendo and Nintendo Software Technology Corporation in August!



From every ramp that gives you enough hang time, don't leave the sky without a Double Back Flip . . .



. . . then use your plunge to pull off a Long Dive that keeps your head underwater as long as possible.

NIGEL'S TIPS:

Storm-bloated waves have lots of muscle on the course, so with his awesome maneuvering skill, Nigel is a great choice for wrestling with this challenge. His main tips: Since time's short between checkpoints and you'll be dealing with a constant barrage of massive ramps, squeeze every possible point from stunt jumps and brilliant landings. Don't think you can drum up a Double Back Flip? A homegrown turbo might just do the trick.

SUBMITTING THE RESULTS CODE

Once you've completed the challenge, enter your initials to receive your 24-character code. Write it down, along with your total score. You can take the challenge as often as you like, but send in only your top score and its corresponding code on your Nigel Carver Wave Race Challenge entry. Make sure the letters and numbers are written clearly and in the correct order. Illegible or improper codes will invalidate your entry. Persons over 13 years of age can also enter online at waverace-bluestorm.com/npenter.html

MAIL YOUR ENTRY TO:
NIGEL CARVER
WAVE RACE CHALLENGE
P.O. BOX 3481
REDMOND, WA 98073-3481

OFFICIAL CONTEST RULES: NO PURCHASE NECESSARY; PURCHASE WILL NOT IMPROVE ODDS OF WINNING. VOID WHERE PROHIBITED. Only U.S. and Canadian residents (excluding residents of Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. To enter print "Nigel Carver Challenge", your name, address, telephone number and Wave Race Password on a postcard, and mail the entry to this address: WAVE RACE, NIGEL CARVER CHALLENGE, P.O. BOX 3481, REDMOND, WA 98073-3481 or to enter online go to waverace-bluestorm.com/npenter.html (only persons older than 13 years old can enter online). Enter as often as you wish. Entries must be received by 5/10/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 5/25/02, winners will be determined based on the game data contained in their Results Password with judging criteria favoring the highest score. In the event of a tie, the grand prize winner will be determined by the highest score attained by correctly answering a timed Wave Race quiz. NOA will attempt to notify winners by mail by 6/10/02. Prizes not claimed within 15 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Grand Prize Winner not eligible to enter subsequent Wave Race Contests. Odds of winning depend on number of entries. Grand Prize: One (1) winner will receive a television and a trip for two (2) to visit Nintendo Headquarters and NST (airfare, hotel accommodations, trip transportation and meals are included). Approximate Retail Value (ARV) of prize package is $4,000.00. Actual trip dates to be on August 1, 2002 to August 5, 2002. Travel not used on these dates will be forfeited. Airfare, hotel accommodations, and trip transportation is included in this trip. If under 18, winner must be accompanied by parent or guardian. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo at its sole discretion. Dates of travel are August 1, 2002 to August 5, 2002. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). (If prize has high liability) IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. For a copy of these rules, or (after 5/25/02) a list of winners, send your request to the address above. VT residents may omit return postage. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

WAVE RACE SOUTHERN ISLAND SWEEPSTAKES

Deadline:
April 30

Though only the person with the best score will win the Nigel Carver Wave Race Challenge on the opposite page, hundreds of entrants can win the Wave Race Southern Island Sweepstakes. Every month through June, you can enter a Wave Race sweepstakes for hundreds of prizes. All you have to do to enter this month's Wave Race sweepstakes is fill out a postcard and send it to the address noted below. Just one sweepstakes entry from each contestant will be valid, so you can win only once this month. There are hundreds of prizes—rack 'em up now!

WAVE RACE
BLUE STORM
MUSIC CD
WAVE RACE
BLUE STORM

PRINT THE FOLLOWING INFORMATION ON A POSTCARD:

SOUTHERN ISLAND SWEEPSTAKES

NAME
ADDRESS
TELEPHONE NUMBER

SEND YOUR CARD TO:
WAVE RACE
SOUTHERN ISLAND SWEEPSTAKES
P.O. BOX 3580
REDMOND, WA 98073-3580

ENTER TO WIN:

- *One of 100 Wave Race CDs featuring the great sound track from Wave Race: Blue Storm!*
- *One of 200 Wave Race: Blue Storm T-shirts!*

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Player's Pulse Art of the Month Official Contest Rules

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them, (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Promotion will be run monthly from January 1, 2002 to January 31, 2003 or until Nintendo discontinues the Promotion (the "Term"). All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Promotion, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". Sponsor will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2002 and before January 31, 2003, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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Volume 156 May 2002

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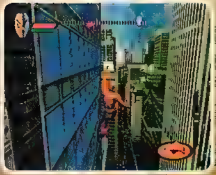

The se[illegible] Spider-[illegible] swinging onto the Nintendo GameCube [illegible] springs [illegible]. Be with us in May as we get tangled in Spidey's web.

Rayman Arena Preview

The armless, legless wonder enters the competitive world of multiplayer gaming in Rayman Arena for the Nintendo GameCube. Check out NP next month for our sneak peek at the head-to-head action.

SpyHunter

NP jumps behind the wheel of the amphibious, morphing machine for a strategy review of SpyHunter. We're not sure how you can sneak up on anyone while sporting a ride that flashy, but we're going to try.

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Sports-tacular Blowout

NP turns sportsmag in May as we look at nearly a dozen sports titles for the Nintendo GameCube, including soccer, basketball, baseball, football and two types of racing.

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 154 (Mar. '02): Sonic Adventure 2: Battle, NBA Street, 18-Wheeler: American Pro Trucker, Zone of the Enders: The Fist of Mars, Broken Sword: Shadow of the Templars, Super Mario World: Super Mario Advance 2 Part 2, Crash Bandicoot: The Huge Adventure Preview, Pac-Man World 2 Preview, Disney's Donald Duck: Goin' Quackers Preview, Sega Soccer Slam Preview, 2001 Nintendo Power Awards Nominations.

Volume 153 (Feb. '02): NBA Courtside 2002, Batman Vengeance (GCN), Cel Damage, ESPN International Winter Sports 2002, Smashing Drive, Dark Summit, Super Mario World: Super Mario Advance 2, NFL Quarterback Club 2002, Sonic Advance, Shantae, DigiPen Institute of Technology Special Report, Sonic Adventure 2: Battle Preview, Tom Clancy's Rainbow Six: Rogue Spear Preview.

Volume 152 (Jan. '02): Pikmin, Super Smash Bros. Melee, The Simpsons: Road Rage, FIFA Soccer 2002, Universal Studios Theme Parks Adventure (GCN), *Star Wars*: Jedi Power Battles, Nancy Drew: Message in a Haunted Mansion (GBA), Harry Potter and the Sorceror's Stone (GBC), Wave Race: Blue Storm Contest & Sweepstakes, NBA Courtside 2002 Preview.

Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3 (GCN), Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun—Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

Volume 147 (Aug. '01): Super Street Fighter II: Turbo Revival, Fortress, Namco Museum, ESPN Final Round Golf 2002, Lufia: The Legend Returns—Part 2, Dragon Warrior III—Part 2 (GB), Pokémon Crystal, Nintendo GameCube Preview, Nintendo GameCube Titles Preview, Mario Kart: Super Circuit Preview, Tomb Raider: Curse of the Sword Preview.

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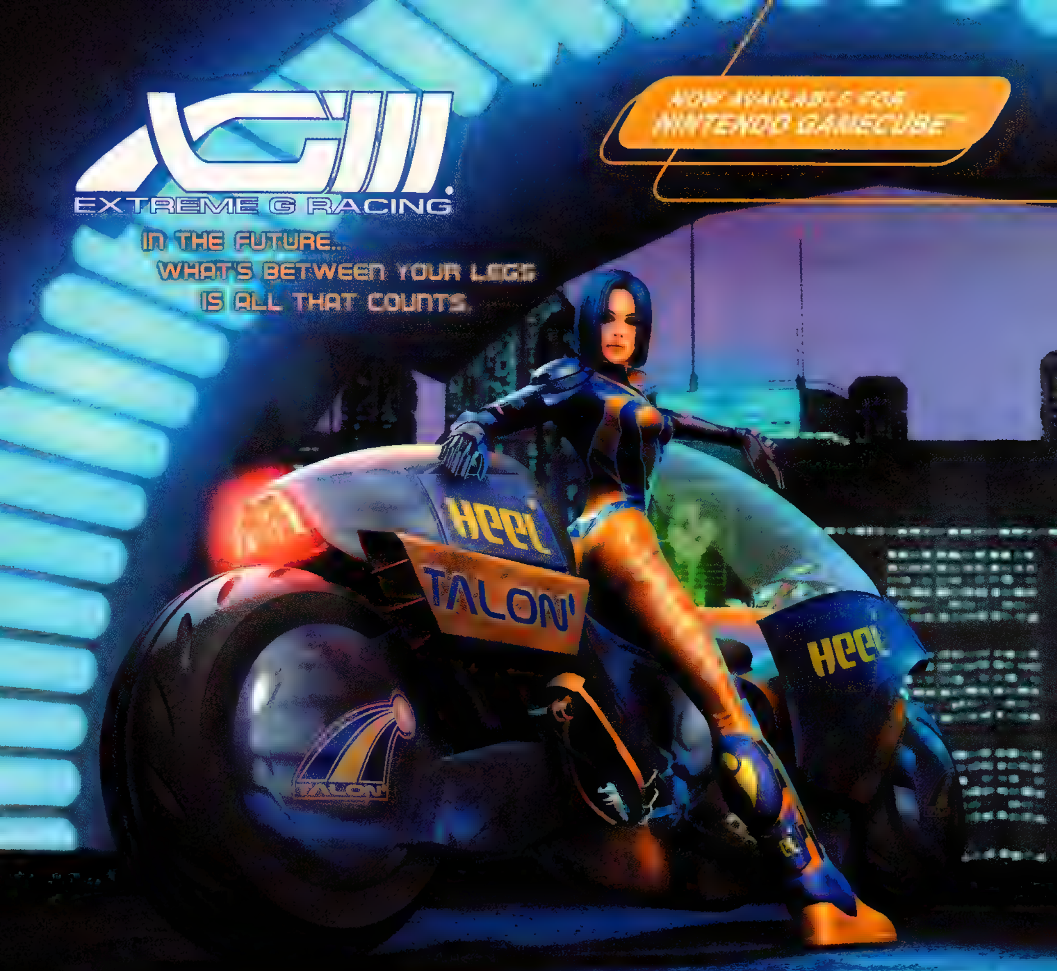
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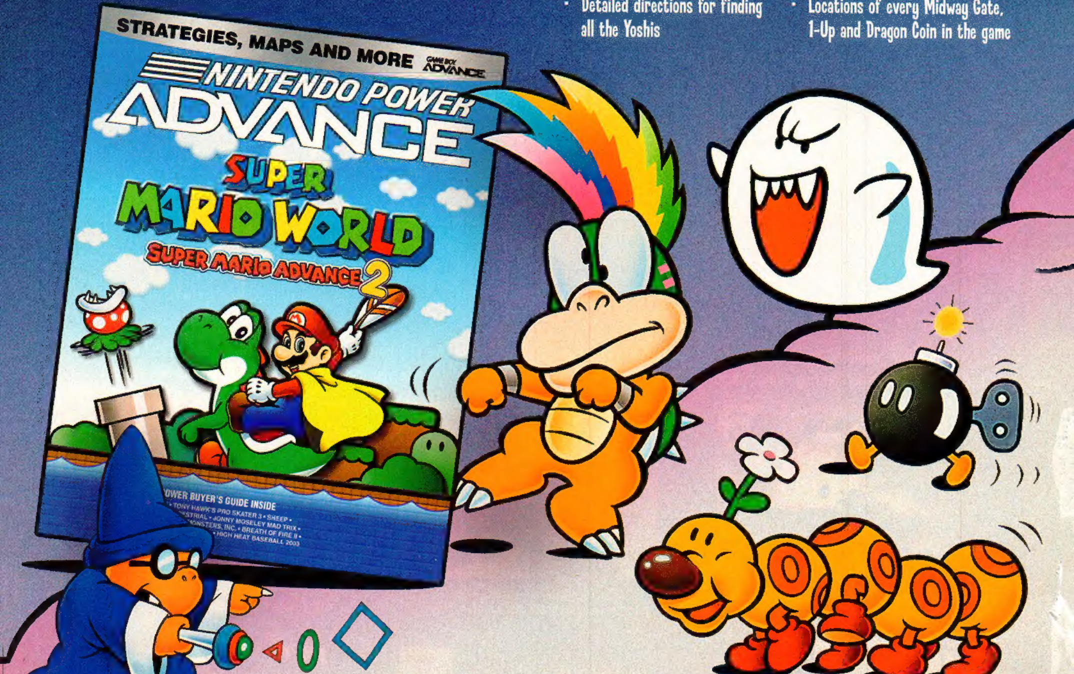
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